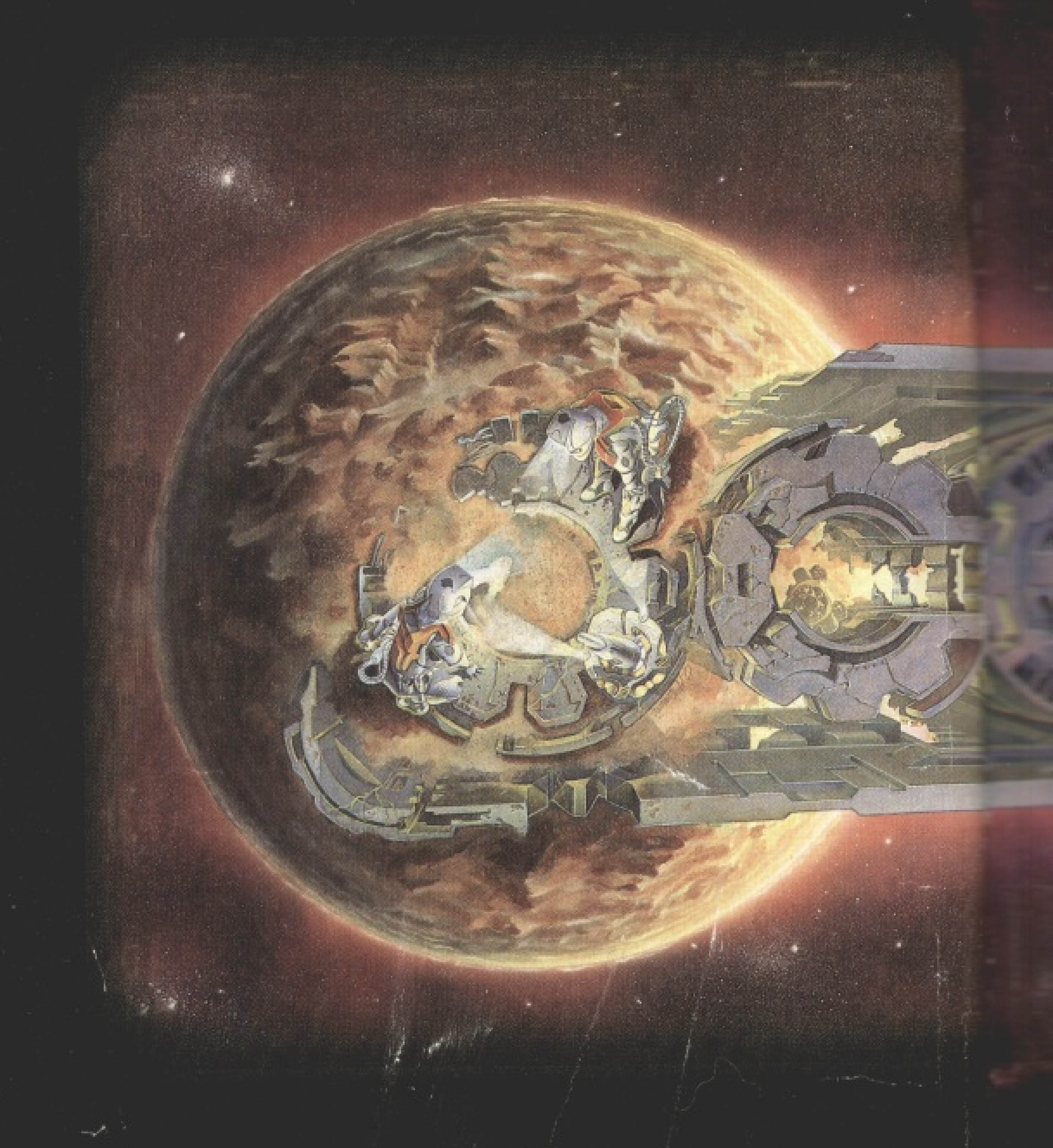

SUPER NINTENDO
THIS ISSUE: The latest on Mortal Kombat 2 ● Madden '94 ● Art of Fighting ● Actraiser 2 ● Fatal Fury 2 ● RoboCop vs Terminator ● Dr Franken ● Alfred Chicken ● Complete Aladdin guide ● T2 Arcade game
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This well bad rodent has got things to prove... like: "I can flatten a hedgehog with just a swish of the tail"... or "Just give me a nut and I'll make Billy the Kid look like a low rent circus side-show!"

"BRILLIANT!"
SUPER NINTENDO

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Conte

February '94 Issue

MORTAL MONDAY



This is what happened to one of our *Mortal Kombat* challengers. The rest didn't get away so lightly. Catch up with the horror on Page 14. IF YOU DARE...

No.9

...nts

THE SECRET OF MANA

COVER EXCLUSIVE

So you've finished *Zelda*? Whizzed through *Shadowrun*? Now you *may* just be ready for the biggest one of them all. Your guide to the most gripping game ever starts on page 16



WIN!

Over £500 worth of carts plus a brand new console. To find out how turn to page 12

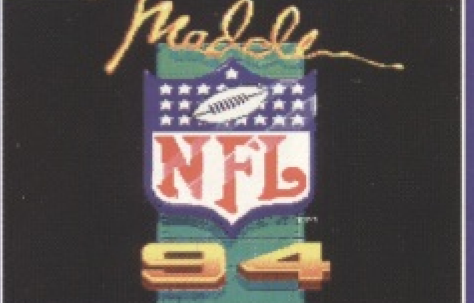
Reviewed inside this issue...

Reviews start on page 29

When it comes to Super Nintendo reviews there's only one magazine you can trust. SNES FORCE plays every game, each day, for 30 days, recording valuable comments and notes before writing a single word. That's why you can rest assured, if there's one thing in this world you can trust, it's us.

You don't have to believe us, or the tens of thousands of avid readers for that matter, simply turn to page 29 and judge for yourself.













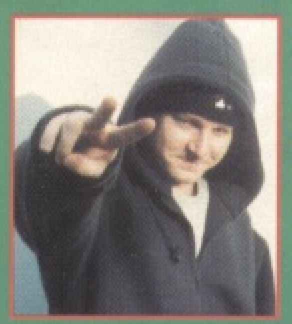




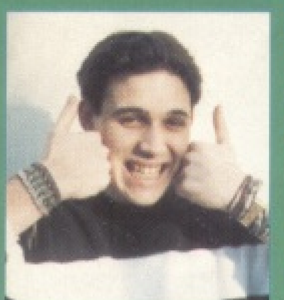


welcome to SNES FORCE

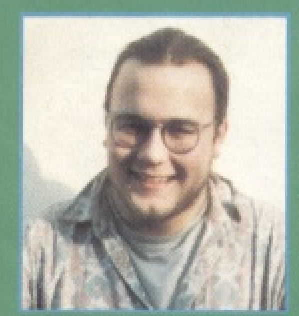
We're back and better than ever. But before you get started, take five to meet the guys...



Chris Rice
Editor
Fave game: *Mana*
I hate: *This photo!*



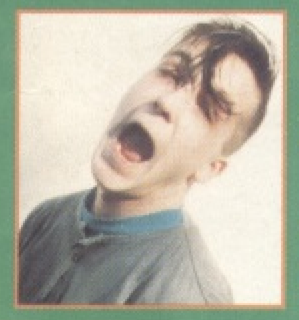
Charlie Chubb
Sen.Designer
Fave game: *Mana*
I hate: *Editorial*



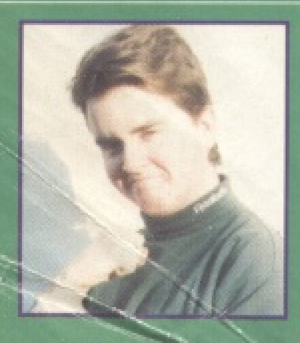
Jon Bruford
Sub-editor
Fave game: *Alfred*
I hate: *Luigi*



Will Evans
Reviewer
Fave game: *Robocop*
I hate: *Smiling*



Chris Hayward
Reviewer
Fave game: *Madden '94*
I hate: *Anything cute*



Simon Hill
Reviewer
Fave game: *Mana*
I hate: *Metro*

The News

February '94

Around the SNES world in 28 days...

THE BLOOD IS BACK!

We knew it and by Bon Jovi it's finally happened. *Mortal Kombat* has a sequel! We leaked a bit of info last month about a follow-up on the horizon, well it seems the horizon has been bought forward with a jolt. *Mortal Kombat 2* has officially hit arcades worldwide and looks far superior to its amazing predecessor. The immediate improvements lie in the enhanced graphics. Still digitised real-life actors as in the traditional *MK* but with improved clarity and smoother animation. There are a few character changes in the stable too. Sonya Blade and Kano are no longer in the tournament but there are a host of new challengers ready for battle. Old foes such as Reptile can be now be controlled, as well as the infamous old-timer Shang Tsung whose grey whiskers have mysteriously turned a healthy black colour. In the original title the makers wanted to include a Jean-Claude Van Damme lookalike but trod on a few too many toes in the process. On the selection screen of *Mortal Kombat 2* is someone who could be mistaken for the Muscles from Brussels. However, select him and you'll soon realise he's nothing like the aforementioned star. Named Jax, this brute prefers sheer strength and body power to any fancy high kicks.

What drew the crowds to the original beat-'em-up was the splenderous gore content, and thankfully the blood and viscera remain.

Actually, the gut spillage has also been revamped. Connecting blows are even nastier than before and as for the gratuitous over-the-top fatality moves... be prepared, a few heart attacks could be encouraged after witnessing some of the horrors at the end of a bout. If you're a bit squeamish at the sight of lumps of stomach on the floor, maybe the violence control dipswitch is the option for you. Especially for the faint-hearted, the level of gore shown is now entirely up to you — or your mother!



Choose between 12 characters including Shang.

LETHAL ENFORCERS

Producer *Konami*
Available *March*
Status *Official UK release*

Remember last issue's campaign to bring out some of those never-to-be-released games? We took action and consequently *LE's* being released! As a rookie cop you're thrown in at the deep end of the this arcade conversion with hoodlums galore to fill with pixel lead. Five levels of blasting digitised imagery begin in the middle of a bank robbery. The gun-toting continues on the roads where a car full of bad guys careers along the street. The only reward is job satisfaction, with promotional bonuses taking you higher up the copper ladder. Gameplay favours the two-player option, but the package only comes with one cool plastic gun. If you think the price of *SFII Turbo* is high, Konami are bringing out the *LE* pack for a whopping £74.99! Hopefully, the gameplay will justify this — we'll check it out next issue. Until then, we'll continue to help bring out the games they want to ban — they can stop the publicity but they can't stop the SNES FORCE!



'Whaddaya mean ten grand for my car back?'

LEGENDS OF THE RING

Producer *Electrobrain*
Available *Summer*
Status *US Import*

Ungh! Hmmphh! Ugh! Bomph! Bossh! Grkk! Dooff! The noises you just read are completely imaginary and it's doubtful they sound anything like fists contacting with human head. But they're there for a purpose, the purpose being boxing. Always in the public eye (and the participants' eyes), it's sprouted many legends. You may already have caught sight of *Muhammad Ali's Heavyweight Boxing* in this section, here's a contender for the fighting crown. Adopting a weird over-the-shoulder view of a player, *Legends Of The Ring* features exactly what its name suggests — legendary fighters. Land a blow on an opponent and they feel the effect. Fights get bloody and damage is indicated by pictures of the fighters deteriorating as each punch lands. Toward the end of a bout these pictures are horribly distorted, usually a good sign to block quickly or face a certified knockout. KOs are indicated in another way — the picture fades in and out, eventually blacking out with a defeat. You can embark on a full career constructing a boxer from scratch, altering their appearance, awarding strength points to punches and even giving them a daft name.

A career brings you in line with the best boxers in the business, providing you survive the early matches. Certain images have a digitised feel to them, so you may get tricked into really being there. If so, prepare for a few sore heads, this game isn't going to let you leave without a fight.



The custom option allows you to make your own fighter as shown by Thrasher.

SOCCER KID

Producer *Ocean*
Available *March*
Status *Official UK release*

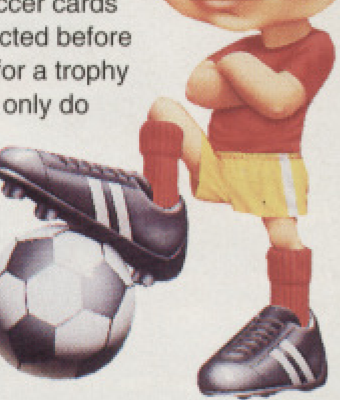
Exclusive news! England aren't in the World Cup! It's true! SNES FORCE can exclusively reveal our nation's side will *not* be appearing in the tournament. We know this will come as a shock to the country but instead of letting people alone with their tears we're going to cause a wave of controversy — we blame the manager! Yes! We don't care if our opinion upsets anyone but we hold Graham Taylor responsible! And with that outrageous claim we'll move swiftly on to Ocean's World Cup comfort to cheer up ardent English supporters.

Soccer Kid is the story of a little lad with a talent for kicking a ball and a quest for the Cup itself. Not winning the competition but recovering the actual trophy. Swiped by an alien, Scab, the cup has smashed into five pieces following an accident with a meteorite. The fragments lie scattered across the globe and Kid reckons he's brave enough to recover them (why don't FIFA just make another cup?).


Soccer Kid showing England's latest tactic to help qualify for the 1998 World Cup!

Across many countries Kid uses his footy tactics to kick balls at enemies who don't want him to reach his goal (wahey) — sliding tackles, headers, overhead kicks, it's just a pity he doesn't use a Vinnie Jones headbutt to clear a way through.

Across London, California, Russia and Japan, 11 soccer cards must be collected before Kid can play for a trophy shard, so not only do you get to play a game of soccer you get a free world cruise into the bargain.



BRETT HULL HOCKEY

Producer *Accolade*
Available *March*
Status *Official UK release*

Those Americans always mess with our culture. They call taps faucets, bumpers fenders — Fender is a make of guitar for lawd's sake! This diversity continues into the world of sport, where our US chums call ice hockey, hockey! A leading US superstar in the... err... field is Brett Hull. This fella's a bit good when it comes to hitting pucks and this latest simulation incorporates his hard playing style with his unique philosophy 'it has to be fun or it's not worth playing'. *Brett Hull Hockey* is certainly worth playing if only for the running commentary by Al Michaels, Emmy award winning sportscaster. Al calls all the shots in cheesy American, with 'that's gotta hurt!' or 'he just got nailed!' when a player's decked.

Right winger for the St. Louis Blues, Brett's chalked up more goals than anyone in the NHL and was the Most Valuable Player in 1990-91.



Hockey? Yes, fine thanks. And so is this upcoming top-notch sports sim.

With 11 game short-season, 42 game half-season, 84 game full, play-offs and a partial All Star competiton, you can even stick the bladed-boot in during fight mode. The rink keeps up with the player in possession with excellent perspective-changing scrolling and Al Michaels gets so excited he ends up shooting himself on air! Okay, maybe not but it is looking to be a game that won't leave you cold.

FREE FIGURINES!

Competition



Many SNES owners had NES systems when they were kids, before upgrading to the 16-bit machine. These are the very people who'll be over the moon at the release on import of the Super Nintendo version of the classic NES *Megaman* series — called *Megaman X*. Older, wiser and uglier you may be now, but we know you're all still kids at heart and would still die for a set of deluxe Megaman figures. Available only in Japan (and only for a limited period of time), we've imported a full set of 12 of the two-inch Capcom playthings to give away (including the professor, the one with a train for a head and Megaman's dog!). Just answer the question below and send the completed coupon to: 'Megaman Competition', SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

1) Megaman is known by which name in Japan?
a) Megasan.
b) Rockman.
c) The Blue Flash.

Name ....

Address ....

....

............................Postcode............................

Tel: ....

The editor's decision is final because he's got the best blue armour, if you don't want to receive mail from other companies, tick the box ❒

20/20

This month our search for the unsung heroes of the video games industry took us to London and the elegant offices of Sony Electronic Publishing. Lurking within these hallowed halls and padded elevators (just in case the staff feel like letting off steam — so Caroline says!) lies the home of one of the most respected and astute software publishers. We all know Sony for great games like *Sensible Soccer*, *Flashback* and *Super Bomberman* which have earned endless praise for the company's management and programmers, but what about the others, the forgotten few that never get a mention but without whose valuable effort none of the company's success would be possible?



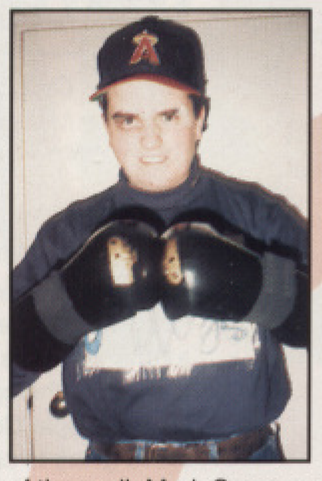
Martin Pond: copywriter extraordinaire!

We caught up with one such hero, Martin Pond, lugging cardboard boxes full of equipment up countless flights of stairs. Overcome with admiration for his tireless dedication, we stopped to make him a cup of tea and ask a few questions...

SNES FORCE: So Martin, whaddaya do when you're not lugging cardboard boxes around?
MP: Well, I'm a copywriter.
SNES FORCE: Err... what's one of them do?
MP: I write press releases for the games, draft inspiring job and trade advertisements and generally have fun with words.
SNES FORCE: And lug boxes...
MP: Yeah!
SNES FORCE Hang on a sec, your face looks familiar. You're that guy from that Super Nintendo magazine that closed down then suddenly reappeared again. How come you didn't move with the mag and decided to become a copywriter?
MP: Oh you mean the Z word. Well, to be honest, I felt a bit like a slave. 'Oh you've got a new master now. Get your belongings you're moving halfway across the country.'
SNES FORCE: Touchy subject I see, but surely you're happy now?
MP: You bet. I'm still involved with the games industry and I'm looking forward to writing games manuals in the near future so there's plenty of challenge. Besides, there's no more deadline pressure and ridiculous long hours.
SNES FORCE: Okay, there's no need to rub it in. That reminds me, time we were going. Drink yer tea up and get shifting them boxes.
MP: You're all heart.
SNES FORCE: Look on the bright side, there's only 15 more. Oh dear, is that the sound of the lift breaking? Never mind, it's only ten flights of stairs. Gotta dash. See ya!

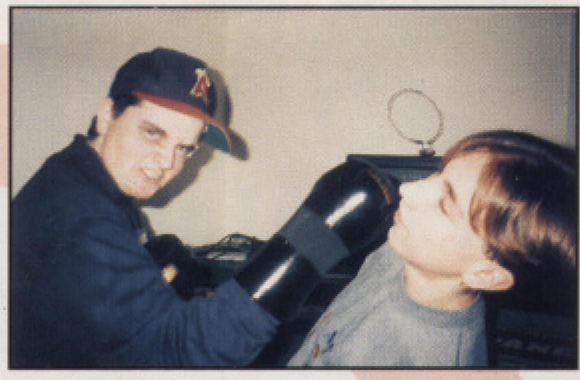
Join us next issue to find out if Martin ever got the boxes up the stairs and meet more unsung heroes of the entertainment industry. Until then, take it easy!

CHALLENGE THE CHAMP!

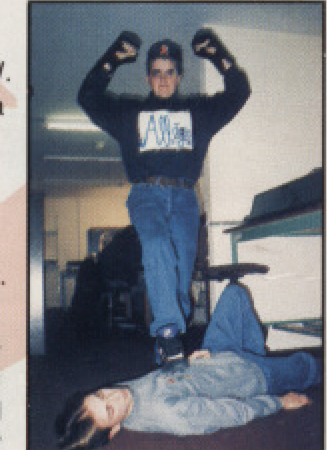


It's the same old story. Some hot-shot has the nerve to challenge our resident games champion Allegro and feel the wrath. We issued a challenge to all you readers last month and from the hundreds of bragging entrants we plucked the boldest of them all, Mark Succamore. Mark made the mistake of thinking he could beat our champion at any game. Allegro sneered, snatched up the gauntlet and agreed to play the game of Mark's choice — the import cart *Legends Of The Ring*. Seconds later the first bout was underway and to everyone's shock Allegro was in terrible trouble. Every punch Mark threw landed and by the third round Allegro was astonishingly unconcious on the floor. To everyone's surprise the SNES bastion didn't even break into a sweat. Far from shaken, Allegro turned to the agape audience and murmured 'It was planned. It's all down to psyching out the opponent'. 'Yeah, right' laughed Mark, still on cloud nine. The second fight only lasted three rounds with Allegro dominating every one of them. With a fantastic superpunch for a finish, the self-proclaimed world champion was back in the running.

Thwomp! The final fight and Allegro stormed into the lead. Mark managed to hang on to his head, but only until round five when the lights went out, signalling the end of the challenge. Disappointed but still able to raise a smile, Mark commented 'I thought I could beat him easily, but he's really amazing at games'. And so Allegro remains undefeated. If you're crazy enough to risk defeat at the hands of the master himself, don't waste another minute — send your name, address, telephone number and preferred game to: 'Beat the chump', SNES FORCE, Impact Magazines, Ludlow, Shropshire, SY8 IJW. But don't think he's a walkover as in his own words 'There's not a man on earth who can defeat the power of the Allegro'.



'No Allegro! How many times do we have to tell you — use the joypad. These crazy Superstars!



Allegro victorious cries out to a nation: 'I'll kick you and your mama's ass!'

MUHAMMAD ALI HEAVYWEIGHT BOXING

Producer *Virgin*
Available *Soon*
Status *Official UK release*

Muhammad Ali was a pro boxer for over two decades. A legend in his own time, 'The Greatest' now stars in his own game. With ten meat maulers to select including Ali himself, one or two players can slug it out. Jabs, hooks, uppercuts and the legendary 'Ali Shuffle' add to the game that's been a tremendous hit on the Mega Drive.

We'll just have to wait to see who throws the first punch and who throws in the towel...



'The Greatest' slugs it out with a host of top scrappers, including one Bruno Franko!

VIRTUALLY IDENTICAL

***SFII* clone number 1295 is *Virtual Fighter* from Sega. A one-on-one beat-'em-up, it has eight fighters created using fancy polygon graphics for that 3D 'virtual' feel. The characters are shamelessly derivative. The central character looking uncannily similar to Ryu is Akira, who practices the art of 'Hakkyokuken' (sound like a certain fireball?). Pai is a male Chun Li clone (!). He wears more make-up than the Cammy-like Sarah, who's brother of Guile replica Jacky (gasp). Sagat meets T. Hawk and ends up with the name Wolf, an Indian warrior who loves a bit of wrestling but the fighter we find most hilarious is Jeffry, who's battling in a bid to kill a brutal shark and raise money for a boat! Copying could be considered flattery, but in our opinion it's much better to create an original game — try again, Sega.**

BATTLE ON THE PLANET

Room on the *Street Fighter* bandwagon? Yeah sure! Hey there's plenty of room in this saturated genre to squeeze in another variant. Characters with oriental names and suspicious copy-cat moves? No problemo! Bring 'em all on! Can you believe the amount of *Street Fighter II* clones at the moment? Our beat-'em-up chart in the Super League is full of one-on-one punchy/kicky games. Gone are the days of scrolling *Final Fight* stuff, if it's remotely like *SFII* it's destined to sell. Or is it? How many more fireball-throwing, Dragon-Punching, meat-headed thugs can the general public suffer?

If you really can't take any more then look away because the latest rival is *Battle Masters*, and surprisingly it's looking incredibly good. With eight warriors (eight seems the standard number these days, why not have 100 individual fighters for a bit of variation?) on offer and eight colourful areas to brawl in, it's up to you and your combination of moves to win the Masters tournament. Yes, there *is* a Dragon Punch move *and* a fireball so we can't make any hasty decisions yet, but the graphics look far superior to beat-'em-ups of late which has to be promising). The people behind the project are none other than Toshiba, of four-wheel-drive jeeps and microwave fame, and they're hoping it'll be better than *SFII*. Then again, how many times have we heard that before?



Well it looks like Ken's stage from this angle!

UP FRONT

Release dates are always changing. Up Front is the only section where you can have a gander at the latest dates software houses reckon they'll release their games. Next month you can see who told complete porkies and who's sticking by their guns.



FX TRAX



BEETHOVEN



CHESTER 2



LEG. OF THE RING



STANLEY CUP



PINK PANTHER



R-TYPE 3



WIZARD OF OZ

Winter Olympics	February
Alfred Chicken	February
Brett Hull	February
Robocop vs. Terminator	February
Utopia	February
Super Battletank 2	February
Prehistorik Man	February
Impossible Mission	March
Tournament Fighters	March
Humans	March
Pinball Dreams	March
Pink Panther	March
Beastball	March
Young Merlin	March
Muham. Ali Boxing	March
Ferrari F1 Challenge	March
Empire's Soccer	March
Lethal Enforcers	March
Legends Of The Ring	Out now
Actraiser 2	Spring
Dragon	Spring
Star Trek	Spring
Lost Vikings 2	Spring
Beethoven's 2nd	Spring
NHL Stanley Cup	Spring
FX Trax	Spring
World Cup Striker	June
Chester Cheetah 2	Winter
Wizard Of Oz	Winter
Power Slide	Winter
Mr Tough	Winter
Peaky Blinder	Winter
R-Type 3	Winter
Jungle Book	Winter

PINK PANTHER GOES TO HOLLYWOOD

Producer *Tekmagic*
Available *March*
Status *Official UK release*

The Pink Panther was last seen on the box at Christmas, but only in the opening credits of a Peter Sellers film. His new game appearance *Pink Panther Goes To Hollywood* stars the girly-coloured one in a platform game with many cartoon caperisms.

Now Mr. Panther can't resist wearing a hat, especially an authentic little number that blends in with the period setting of the platform time. For instance, in the wild west Pinky wears a large stetson, while in the forest he favours a Robin Hood, Lincoln green pointer. Hats act as a shield (?) and are lost when Pink runs into a hazard. Get hit another time and the rinky one's days are numbered.

Although currently unfinished, this screenshot is certainly enough to whet our cartoon-tainted appetites. Originally due to appear in December, a Spring release now looks more likely. Rest assured, when it finally appears, we'll be right up the Panther's nose to see what it's all about…

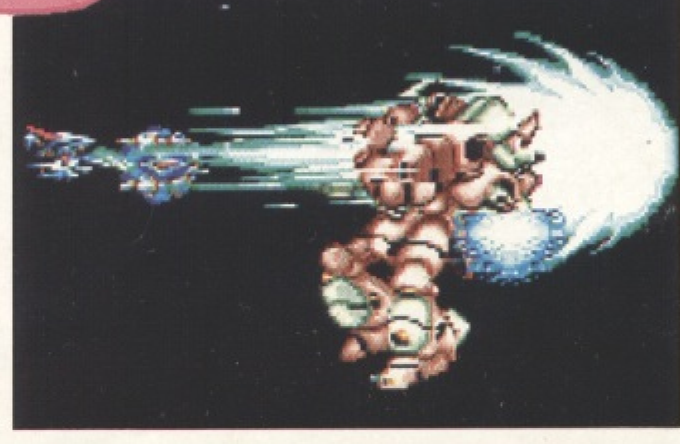


Pink Panther promises to a be a bizarre platformer.

R-TYPE 3: THE THIRD LIGHTNING

The original conversion of the coin-op classic was one of the first four official UK SNES games to surface. Back in April 1990 it looked a bit craggy, due to horrid slowdown during scenes meant to be frantic blasting. However, all the faults have now been put to rights with *R-Type 3 — The Third Lightning.* The gargantuan Bydo empire is threatening the livelihood of the entire galaxy. Only by stiking key strategic areas and wiping out the aggressors can peace be restored. An old heroic plot perhaps, but in a relentless blaster as *R-Type* the last thing you want is storyline interruptions to spoil the pace. Originally, *R-Type* had no continuity or mind-blowing speed but there's more than a few enhancements in this startling little number. Irem have taken Mode 7 that little bit further — the stunning graphical sequences are puzzles in themselves. Landscapes shift through 360 degrees and it's your task to fly through safely.

R-Type has a huge arsenal of powerful upgrades — the standard laser is a solid piece of equipment in itself and can be charged up for a supreme mega blast. Hang on to your warp drive — cockpits are gonna get warm…



Just one of the many spectacular end-of-level bosses.

BASH FOR CASH & WIN £100

Please enter me for BASH FOR CASH and the chance to win £100.

My chosen game is ....

Name ....

Address..............................

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Age..................Tel ....

I have enclosed a photo of myself ❒

All coupons must be fully completed. The editor's decision is final and no correspondence will be entered into. If you do not wish to receive mail from other companies please tick this box ❒

Competition

Yeah you! You know what this is all about. It's time to put your pride on the line and your game-playing skills to the test. Enough of this bragging to your mates that you're unbeatable on the Super Nintendo and the king of the local arcade, it's time to get down here and prove it, when it matters, in a pressure situation, against the professionals.

If you think you've got what it takes to play with the big boys, fill in the coupon on the left making sure to enclose a photograph. You can pick any SNES game of your choice and the first entry selected out of the sack gets an all-expenses paid trip to SNES FORCE towers to hang out and be a professional games tester for the day.

But that's not all... most importantly you get the chance to prove your skills and have your talents recognised by tens of thousands of avid readers. And should you win, there's the small matter of a massive cash prize to make it all worth your while.

So, stop practicing in your bedroom — fill in the coupon and fight it out here where it really matters!

CHESTER CHEETAH: WILD, WILD QUEST

Producer *Kaneko*
Available *Summer '94*
Status *US Import*

How many cartoons can be derived from a packet of crisps? Chester's already had one game made about him and a right bag of cheese it turned out to be too. But never an animal to bite the biscuit, the cool cheetah is back for yet more platform malarky along with a spanking new Harley Davidson. After busting out of a zoo, the shade-clad sprinter decided to buy a map and make his way to the city to live it up. But fate appeared like a bad smell in the form of Mean Eugene, a crazed pilot who reckoned ripping up Chest's map and painstakingly hiding the individual tatters all over America would be a bit of a laugh. Now Chester likes his maps and if someone rips it up he just *has* to recover it. Therefore, his massive 'find me map' adventure spans across the entire USA.

Always a mag to worship crisp-born icons for a generation, look in SNES FORCE for hot fried-potato chip-related gossip first.



Monster Munch! In a Cheeto's game! Whooops!

WHO DOES STANLEY THINK HE IS?

Who's Stanley and what cup has he got? Whatever, if he's willing to give up a cup for a team of hockey players to win he can't be all that bad, and *NHL Stanley Cup* is one of few puck-related sims to appear on the UK SNES.

Full season, exhibition, line-changes, offsides, fouls, penalties, and all the teams in the NHL — huge amounts of options which affect the game. Including the old technique Mode 7 to spin the entire pitch around to keep track of the player in charge of the puck, it's set to be a rollercoaster ride for the eyeballs.

Hockey is renowned for a fights and you can barge over players left, right and centre. And, if you're that way inclined, you can watch the deplorable acts over again using the action-replay mode which can be called up at any time with slow motion, fast forward and loads of fancy accessories.



Great Mode 7 but we've some doubts over playability.

STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS! STOP PRESS!

Once again Nintendo prove their commitment to quality cart games regardless of price with the imminent arrival of *FX Trax*. Scheduled to debut at the CES Show in Las Vegas on January 6th, reliable sources the two-player Super FX off-road racing game will weigh in at a massive 32-meg. Yep, a 32-meg cart! No price as yet. More news next month.

Charts

UK CHART

1.	▲	Super Mario All-Stars
2.	▼	Street Fighter II Turbo
3.	—	Striker
4.	NE	Zombies
5.	▼	Mortal Kombat
6.	NE	Jurassic Park
7.	NE	Super Bomberman
8.	▼	Player Manager
9.	▼	Super Mario Kart
10.	—	Aladdin

US CHART

1.	—	Mortal Kombat
2.	NE	Secret of Mana
3.	—	Top Gear 2
4.	▼	Super Mario All-Stars
5.	▼	Street Fighter II Turbo
6.	NE	The 7th Saga
7.	NE	Legends of The Ring
8.	NE	Super Caesar's Palace
9.	NE	Veediots! Ren and Stimpy Show
10.	RE	Super Star Wars

JAPANESE SFC CHART

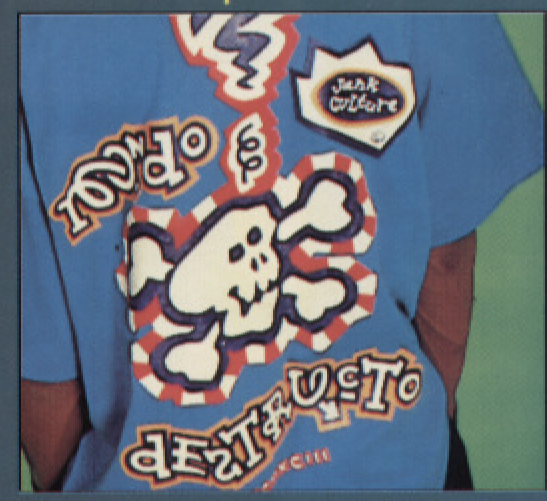
1.	▲	Classic Road
2.	▲	Art of Fighting
3.	▲	J-League Soccer
4.	▲	Ranma 1/2 RPG
5.	▲	Winning Post
6.	▼	Secret of Mana
7.	▲	Macross
8.	▼	Thoroughbred Racer
9.	▼	Super Mario All-Stars
10.	▼	Actraiser 2

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The UK chart is kindly supplied by Virgin Retail
The Japanese chart is courtesy of The Super Famicom magazine



£650 Worth of hot Vic Tokai games!

To stand a chance of winning these timeless prizes answer these conundrums:

1) Which company is responsible for *Time Slip*?
a) Vic Reeves
b) Vic Tokai
c) Vic's vapour rub
d) Victor Meldrew

2) The £150 can be used in which store?
a) Harry Tuffin's
b) Baz's Rock Shop
c) Toys 'R Us

And finally the tie-break question to be answered in no more than 20 words:

I'm very poor, so if I had £150 I would...

....

....

....

....

Name ....

Age ....

Address ....

....

....Postcode ....

Tel. no..

All entries must reach us by Feb 14th and if you don't win don't complain because no correspondence shall be investigated and we don't appreciate bad losers.If you don't want to receive mail from other companies tick the box ❐

What kind of financial state are you in? Can you afford to fritter away money on games? Are you slugging your guts out picking conkers only to find the fruit farm you're picking them for no longer require conkers (a true Hayward experience)? Or are you breaking your heart knowing the games you see within this very mag will never be yours? Whatever your current wallet situation there's no denying the games prices are ludicrously high. Fortunately Vic Tokai, creators of *Time Slip*, *Super Conflict* and *Super Turrican* (that's Vic Tokai creators of *Time Slip*, *Super Conflict* and *Super Turrican*), have lent a helpful hand and donated £150 in Toys-R-Us gift vouchers for one lucky reader to get their paws on. This means you can wander aimlessly around a giant toy store and snap up the latest games.

Alternatively, you could buy one of those dolls that cry and wet themselves and fill it full of lager. It wouldn't be able to stand upright or construct a coherent sentence — just like real life! Picture the slogan for a doll like 'Little Miss Boozer, she likes to get sloshed.' Basically, £150 of vouchers entitles you to anything you want, as long as it's in Toys-R-Us. But we're not giving these away to just anyone. If a spoilt brat with loadsa money and stinkin' rich peers got the vouchers we'd be deeply upset. So with the spirit of Christmas still hanging in the air we want the underprivileged to receive 'em.

The winner also gets the mega shoot-'em-up *Time Slip* with a further 10 copies of *Time Slip* for lucky runners-up.

NO MORE MR NICE GUY



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MORTAL

THE MORTAL KOMBA

When we got our hands on a *Mortal Kombat* arcade machine, the last thing we wanted was to give it away. But when six readers reckoned they were the best players alive we decided to put them to the test with a £3000 Koin-op at stake...

Hands up who'd like their own arcade machine in their bedroom. A lot of you, right? Even if you never played on it imagine how impressed your mates would be. Back in Issue Three we held a Kompetition for ten people to Kome along and participate in a *Kombat* tournament, the winner receiving the £3000 Koin-op all for themselves. Quite what happened to the other four players remains a mystery as they never turned up. It was all set and arranged but on the day the treacherous elements of Ludlow forced them back. The challengers who *did* manage to fight the horrors of Ludlow were pleased the Kompetition had been reduced from ten to six. With a loss of four people they each stood a better chance of winning!

Before the challenge was underway stomachs needed filling so a pre-tournament break was held. Some tucked into sandwiches, carefully working out some kind of strategy while the rest got accustomed to the Kontrols as well as the bleak surroundings of Impact's out-house.

Kombat kooks

After the warm-up it was time to get it on. The six hopefuls were split into two groups of three. Each entrant was given two chances to demonstrate their Kombatability, taking on the other two members in their group for a best-of-three bout of mindless Mortal Mayhem.

The Kompetition was fiercely fought, with some dazzling displays of deft death-dealing, and at the end of the knock-out preliminary rounds this is how things stood:

MORTALITY TABLES

GROUP A
Danilo Vs Edward
Danilo WINS
Mathew Vs Danilo
Danilo WINS
Edward Vs Mathew
Edward WINS

GROUP B
Richard Vs Robert
Richard WINS
Tim Vs Richard
Richard WINS
Robert Vs Tim
Robert WINS

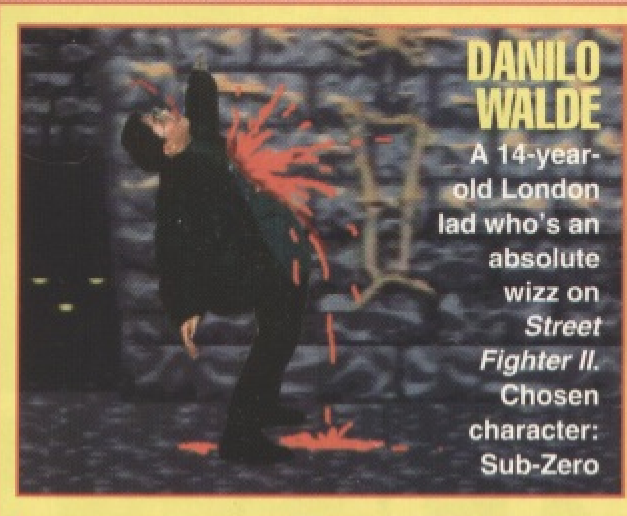
So the scene was set. Two Konclusive victories apiece in the qualifying rounds looked likely to produce a thrilling final. Three best-of-three bouts to go, and tensions were running high. There was only the one Koin-op up for grabs, but two dank bedrooms yearning to give it a home. Whose would it be?

Danilo, Kontrolling Sub-Zero, waded into the fray with all guns, er, ice blasting but this didn't seem to distract Richard who remained Kool throughout.

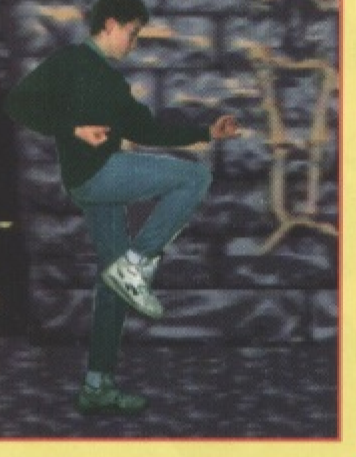
Neck-and-neck right up till the final kick (Richard taking the first bout, Danilo the second), it was only sheer persistence and a bit of luck in the closing seconds that secured the first round for Richard. The lads didn't hang about, though, getting straight into the action for a second time. Again the Kombateers were evenly matched,

GROUP A

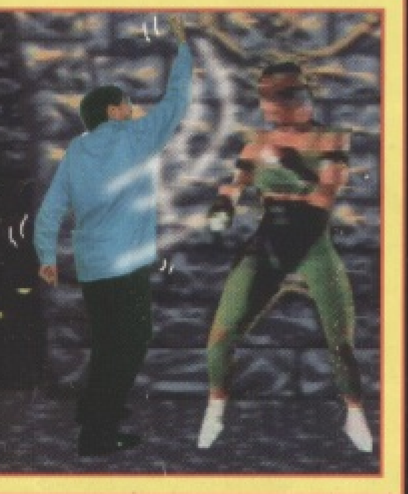
If the early form was anything to go by, this was the stronger of the two groups.



DANILO WALDE
A 14-year-old London lad who's an absolute wizz on *Street Fighter II*. Chosen character: Sub-Zero



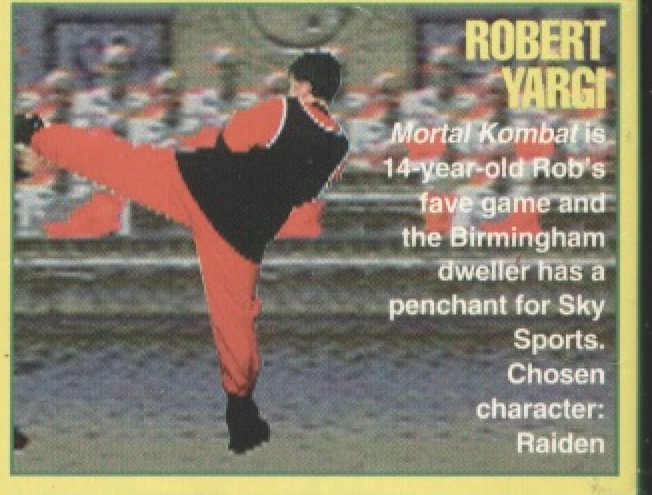
MATHEW DAVIES
Hailing from the unpronounceable town of Llwynhendy, this plucky 13-year-old's favourite games are *SFII* and *Mortal Kombat*. Chosen character: Sonya Blade.



EDWARD LACDAO
Another *SFII* devotee from London, Eddie is 13 years old and just can't stand *WWF* games. Chosen Character: Sub-Zero

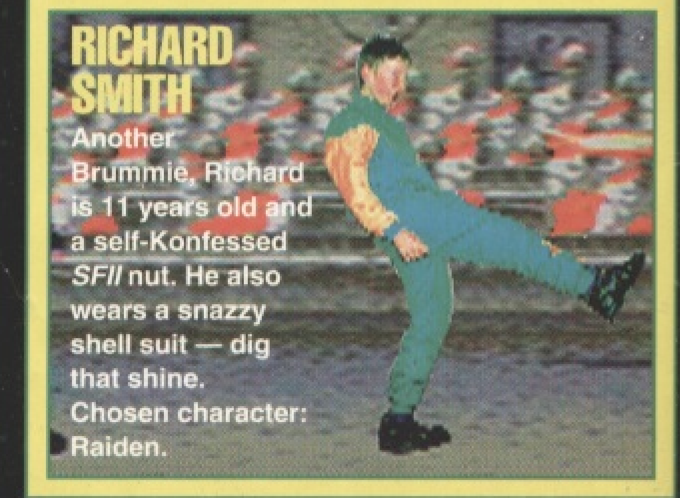
GROUP B

Raiden was the fave character in this group but would the shock tactics pay off?



ROBERT YARGI
Mortal Kombat is 14-year-old Rob's fave game and the Birmingham dweller has a penchant for Sky Sports. Chosen character: Raiden

TIM WHITLOCK
Mild-mannered Cambridgeshire lad Tim was the most senior Kontestant. At the ripe old age of 17 years, he's a SNES fanatic who makes his own magazine at home. Chosen character: Liu Kang



RICHARD SMITH
Another Brummie, Richard is 11 years old and a self-Konfessed *SFII* nut. He also wears a snazzy shell suit — dig that shine. Chosen character: Raiden.

MONDAY

AT ARCADE CHALLENGE

Matt looks on with a sickly feeling in his stomach. Told you to keep off those peanut butter and anchovy samies!

Chinese burned: Danilo (left) goes for the throat after losing the first round.

winning a bout each before Danilo — with a nifty array of moves — closed in to take the second.

Kombat fatigue

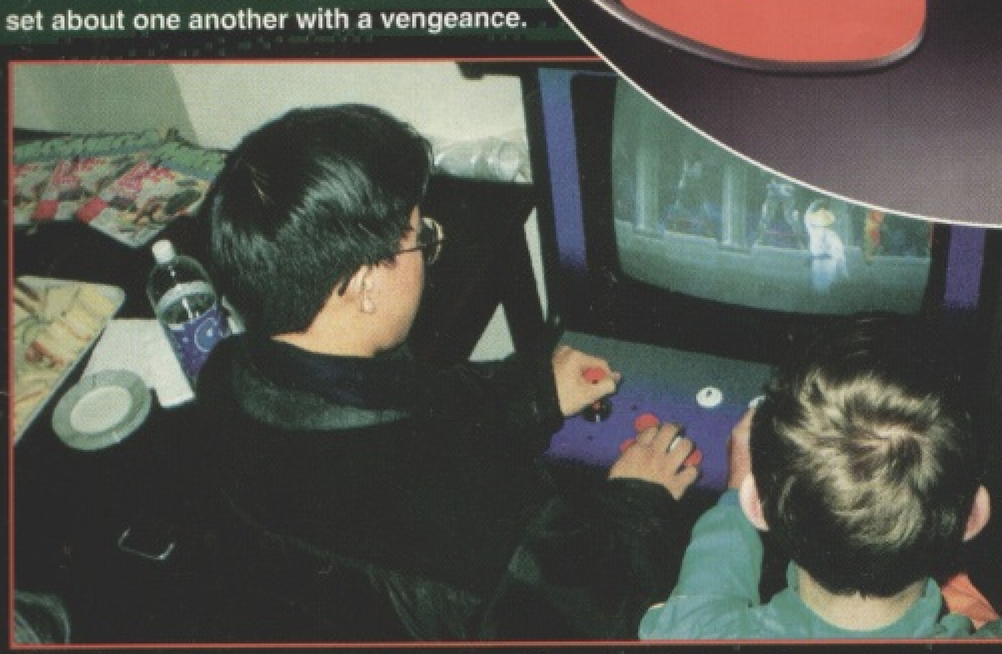
This time, the smiles and jovial quips were abandoned in favour of scowls and muttered abuse, as the two finalists locked horns in the decider. With a round each under their belts (plus a few bags of Hula Hoops), the two final Kontestants were determined to win. Both Konfessed that, if they got to take the Koin-op home, they'd have no hesitation in charging their mates 20p a go when they got there. And so, with thoughts of unlimited pocket money in mind, they set about one another with a vengeance.

Richard was first to take some stick, succumbing to Danilo's ferocious attacks as the London lad went in for the kill. There seemed to be no end to the onslaught and, before long, Dan had taken the first round.

The boy from Brum wasn't about to throw in the towel just yet, however, and launched a frenzied Kombination of punches and kicks upon his opponent as soon as the 'Fight!' sample had faded from earshot. This pre-emptive strike was enough to knock the wind outta Dan's inflated sails, and Sub-Zero soon bit the dust. Wow! What a ruck!

The last bout of the day was, perhaps, the closest of the Kompetition. As kicks, punches, lightning strikes and ice-blasts landed home, each player's energy bar diminished.

In the end, one last leg-sweep was all it took to knock Danilo to the deck for good. The lad was gutted, evidently, but a jubilant Richard remained a gent, and they shook on it. The crowd gave a sigh of relief after all the excitement and wearily mopped their brows. Ludlow is a dull hovel at the best of times and any form of entertainment is a reason to lose sweat over. Enter Simon who had been dying to play in the Kompetition but was denied entrance on the grounds that he would have won. He beat Richard in a friendly match just to put him in his place but Richard didn't care, Simon wasn't the one with a £3000 Koin-op tucked under his belt, there again neither was Richard — his belt was of cheap canvas material and obviously Kouldn't hold the weight. ■



The final bout and the last fighter left standing takes the hedgehog and chutney samies. In a last gasp attempt, Danilo tries the logo-over-the-screen special move.



Shiny happy people: the conquering hero, Richard Smith (the one on the left!), poses with his prize — maybe now you can get rid of that ridiculous shell suit!

COVER EXCLUSIVE

The Secret of Mana's Success

The Japanese have been RPG obssessed for the past decade, so why has it taken European games fans so long to catch on? Our man in Tokyo, NORTON KAI, reveals all...

RPGs (role playing games), a genre in which players are required to use their brains more than quick reflexes, are the preferred category of gaming in Japan. Unlike the original *Dungeons and Dragons* role-playing board games and PC games such as *Rogue*, *Wizardry*, and *Ultima* that established the genre, Japanese RPGs generally follow a tight storyline with a good-against-evil theme. They're typically easy to play, ensuring even the most inept player can complete a game given enough time and patience. Their close resemblance to the lines of highly popular Manga comics probably is the cause of the genre's popularity in Japan.

The Japanese first got a taste of RPGs in May '86 when the first of the legendary *Dragon Quest* (*Dragon Warrior*) series from Enix was introduced for the 8-bit Famicom. Racking up sales of 1.35 million units, it ignited Japan's rapt fascination with RPGs. When huge lineups and muggings of carts from small children by older kids greeted the arrival of *DQ2* just half a year later, the Japanese mass media sat up and took notice. The rest is history, the *DQ* series has rolled up sales of over 13 million units to date. Up to now, five *DQ* games have been made, the first four for the Famicom, and the 2-7 million selling *DQ5* for SFC. With an SFC remake of *DQ1* and *2* together hitting the shelves in Japan at the end of '93 and the announcement of *DQ6* for release hopefully by '95, the *DQ* legend should grow some more.

DQ's style of using field maps and conducting combat using text commands is very easy to imitate. So naturally a whole flood of imitators hoping to cash in on the craze released a huge number of text-based RPGs. Many of these were dire and best forgotten, but many other important RPGs surfaced such as Square's magnificent *Final Fantasy* series and Sega's *Phantasy Star*. Although this genre didn't catch on outside Japan, within the last year, things appeared to be changing rapidly with such new titles as Enix's *7th Saga* and Square's entry-level *Mystic Quest* becoming sizeable hits.

Of course, the RPG genre is not limited to *DQ* style text-based games. Another major segment is composed by action RPGs as made immensely popular by Nintendo's outstanding *Legend of Zelda* series. The original *Zelda* was released in February '86 to launch Nintendo's now defunct floppy-disk system which was never released overseas. It quickly gained a huge following of fans who were seeking more than was offered by the sports games and action games — such as Mario — predominant at the time. Surprisingly, few companies took serious notice of the potential of action RPGs until the past few years — that's when *Zelda 3* was released. In the same way *Super Mario Brothers* established incredibly high standards of excellence for action games to meet (and sadly few have, even today), *Zelda 3* became a tour de force against which all action RPGs must be measured. Ever since *Zelda 3* put the genre on the map to stay, the gaming world has been blessed with many superior action RPGs, including Enix's SFC *Soulblazer* and the upcoming *Gaia Fantasy* (just released in Japan, programmed by the *Soulblazer* crew), Sega's infuriatingly tough *Land Stalker* and, of course, Square's *Secret of Mana* (incidentally, the latest *Zelda* game, *A Link to the Past*, for the Game Boy, is unbelievably great. It's the best on the spinach-green screen, bar none.)

Beside text-based and action style RPGs, there are other segments in the RPG category. For example, games such as ASC11's classic *Wizardry* series, Victor Entertainment's SFC

In Japan, *Secret of Mana* is actually the sequel to a Game Boy title, *The Legend of the Holy Sword*, which is why *Mana* is called *LHS2* in Japan

Nintendo's *Zelda 3* was developed as an action adventure rather than a strict RPG.

Dungeon Master, and Sega's *Shining in the Darkness* constitute a segment known as 3D dungeon RPGs.

There's also a small but growing segment of RPGs combining elements of the genre with *Populous* type real-time simulations without the enviromental and geographical magic spells. These include games such as Square's comical *Half-Boiled Hero* games on FC and SFC (this one sold 400,000 units), and Quest's superb *Ogre Battle* (rumoured to be released by Imagineer in UK).

More recently, hybrids of RPGs and war simulations have become extremely popular in Japan. Not surprisingly, Nintendo led the way with an FC cart called *Fire Emblem.* Although played chess style on a typical war-simulation game-filed map, the units are separate characters that level up through fighting in the same way as regular RPGs. Although pioneered by Nintendo, the world at large got their first glimpse at this style with Sega's *Shining Force.* This segment of RPGs is quickly growing with such eagerly-awaited titles as Nintendo's SFC *Fire Emblem*, the first ever 24-meg SFC cart, Banpresto's *Super Robot War EX* and Yanoman's *Feda* driving fans insane. Let's hope this monstrously engrossing and addictive style makes it onto Super Nintendo.

The RPG champ

Now that you have an idea about Japanese RPGs, let's see how Square fits into the scheme of things. They are the top Japanese RPG brand, perhaps with the exception of Enix with their *Dragon Quest* series. The numbers bear this out — last year Square's sales revenue totalled about £120 million, virtually all of it on sales of their games (all RPGs).

The brand started out in Tokyo, as a group loosely run by graduates of a certain university. Their first game, *Thexter*, the old PC shoot-'em-up, was released in 1985. In their first few years, Square released decent, if unremarkable FC games such as *King's Knight, Highway Star* and *JJ* (for the 3D system. Remember the glasses?). They also worked on old-fashioned PC-derived 3D RPGs. Things really changed with the introduction of *Final Fantasy* at the end of '87. Coming eight months after Enix's *DQ2, FF* was initially considered just another quick and easy rip-off. After initial hesitation, however, it quickly gained a cult following when players realized the depth of the story and excellent game design. Today, *FF* games are regularly voted the best games ever by Japanese fans.

Unlike the *DQ* series game system that's remained virtually unchanged since the first title (and hence become stale as better quality imitators become available), the *FF* series has undergone tremendous changes over the course of its evolution. The series has made impressive contributions to the text based RPG segment such as the introduction of backup memory, the changing of characters within parties matched to the story, job change capabilities and text-based combat in real time. The last innovation, in which enemies and player characters can attack depending on their agility rather than taking turns, adds real spice to a combat style that can be dull at times. For a taste of what *FF* has to offer, check out the amazing SNES *FF2*, (which is the Japanese *FF4*, the first of SFC). As *FF5* racked up sales of 2.4 million units and the new *FF6* on the way in March, the series should easily surpass the ten million mark in sales.

> **Square had to make a public statement to players to not press any button when a boss is undergoing its death throes as the game could freeze.**

Besides *FF*, Square has several other major RPG series including the aforementioned *Half-Boiled Hero* and *Mystic Quest.* For example, the three *SaGa* text-based RPGs for the Game Boy were each voted best GB game of the year by Japanese fans.



After the success of *Dragon Quest,* Enix developed this light-hearted adventure — *Soul Blazer.*

Two years ago, the SFC *Romancing SaGa* introduced the entirely new concept of multiple storylines that changed depending on the characters chosen by the player and the actions taken in the game. The system has been further refined on the new *RS2* which topped sales of over a million units upon its launch last December in Japan.

Square also got back into the action segment with a great new game called *Alcahest* which fuses the playability of *Zelda* with a much more action-orientated approach. (Even then it could be considered an extension of the action RPG segment for its swords and sorcery story.)

The one distinguishing aspect of all Square games is their unique sense of originality and innovation. In their respective segments, all Square RPGs have made enormous contributions enhancing the attractiveness of the overall genre. Which brings us to *Secret of Mana,* which has sold well over a million units in Japan so far.

Exploding conventions

In Japan, *Secret of Mana* is actually the sequel to a Game Boy title, *The Legend of the Holy Sword,* which is why *Mana* is called *LHS2* in Japan. The original *LHS* was a big-selling action RPG much like *Zelda* that was positioned as a side story to *Final Fantasy* (it was released in English as *Final Fantasy Legend*).

Mana has blown open the conventions of action RPGs by enabling multi-player gaming for the first time. It turns out, however, that Square's producers originally intended the game to be a strictly one-player game in which one player has to control all three characters. In a Japanese interview Koichi Ishii, the project leader, stated 'We thought a game like Gauntlet you can play noisily with friends would be fun, so we tacked it (multi-player mode) as a bonus.' A bonus it may be, but one that cost them plenty of time — *Mana* was delayed from April to July of '93 in Japan because of hellacious debugging problems. Even then, the game is still rife with bugs. Square had to make a public statement to players to not press any button when a boss is undergoing its death throes as the game could freeze. Nonetheless, one can't deny the sheer fun factor of having three players tap in, especially seeing how stupid computer-controlled characters can be at chasing the player character heedless of obstacles such as trees and streams.

Hiromichi Tanaka, Mana's system and scenario director, unveiled several secret goodies about the game in an interview. He revealed 'At the Mana Tree, some enemies leave treasure boxes when killed that have items needed for making the ultimate level weapons. (Note: That's nine, not the eight players can always get over the course of the game.) Some treasure boxes also have special protective gear you can't buy.' Tanaka also revealed, 'Once you have levelled magic spells to the highest level (eight), extravagant graphic effects have been programmed into appear at random. For example, using a Level Eight Fireball can sometimes summon forth fiery salamanders that go wild all over the screen.'



Secret of Mana broke all previous RPG conventions by adding a three-player mode.

Ishii summed up, 'Although quickly running through the game might be fun, we think people will discover the real pleasures of *Mana* by settling in and thinking things out. We hope people will enjoy the growth of their characters.' ■





Rpg

Producer........Squaresoft
Supplier........Zap Games (0532) 590077
Price........£54.99
Status........US Import

Players........1-3
Lives........1
Continues........Infinite
Extras........Save option

What the makers say...

This is no idle quest to be started and finished in one day. Do not despair and never give up hope. You must succeed or we are all surely lost. ■ Squaresoft

Controls

	Open icon selection
	Attack, talk, select item
	Open allies icons
	Dash
 L	Nothing
 R	Nothing

First impression


Looks like a decent RPG with more magic and real RPG stuff than *Zelda*!


Mais oui! Une outre clone de *Zelda*. Le cool! Je voudrais un glace, s'il vous plait.


The three-player mode should make this the best RPG around.

First day score

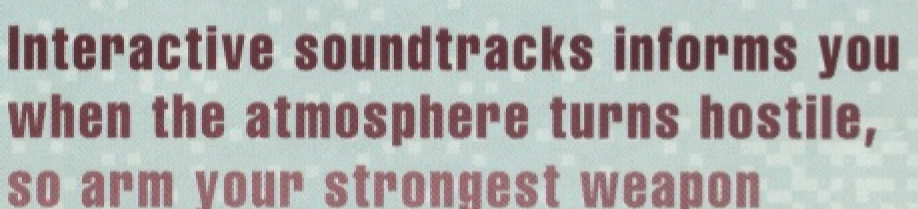
Chris, Charlie, Si 15%

The Secret



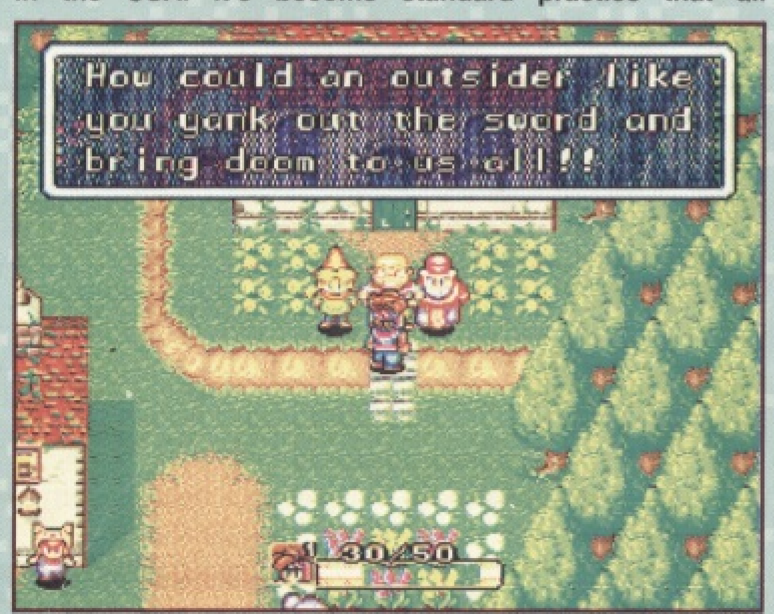
It's the game everyone's talking about. It's taken the Far East by storm, now it's raging through the USA. Has the perfect game finally arrived...?

The adventure begins just outside your home village of Potos where you find a sword thrust into a stone. Being a mischievous young urchin you decide to pull it out, completely unaware that you've just changed the course of history. The sword you 'found' was the guardian of the village and its protection is now lost. This sparks off a whole chain of reactions that have ominous repercussions throughout the entire world. The citizens of Potos are so furious they ban you from the village until peace is returned.



Your task is to seek out the fabled eight palaces. Each contains a Mana seed which is using Mana power to seal the palace off from danger. But now the Mana sword has been taken the forces of evil are breaking down the seals. Only after finding all eight seeds will harmony be restored.

This is the background for *The Secret of Mana*, an exhilarating RPG/Adventure that's taken the Far East by storm and is currently causing coast-to-coast commotion in the USA. It's become standard practice that all RPG/Adventures are compared to the legendary *Zelda*, so just how does *Mana* face up?



The local gang don't take too kindly to your antics and offer to rearrange your face — free of charge!



Pulling the sword from its stone triggers a disastrous chain of events! The world ends, *Eldorado* goes off the air — the usual!

Well, in many ways it's very similar. The same style of small, cute sprites are used, with special attention paid to fluid animation such as swaggering walks, bouncy hair and flowing capes. The feel of the graphics is also very similar with plenty of varied levels including the standard forests, deserts, caves, mountains, plus a moon planet (?) and even a hidden continent.

These places can be stumbled upon by wandering aimlessly around the vast world, although if you know your destination seek out a travel agent who propels you there in a huge cannon (cue stomach-churning Mode 7 effect) for a mere 50GP (the local currency). The only problem is for the first half of the game there's no map, so a pen and paper are essential. This becomes less of a chore toward the end of the game when you're given a mystical white dragon — known as a Flammie — to fly upon. This opens an aerial perspective, *Pilotwings*-style flying section allowing you to soar through the clouds seeing the world from any of three views. Once you've identified your target, simply land and continue the quest.

Talk is cheap

Initially, the action is linear so tasks have to be completed in a set order. Information is gleaned by talking to everyone you meet in the hope of prising some juicy gossip from their tight lips. The interactive soundtrack informs you when the atmosphere is about to turn hostile, so arm your strongest weapon and prepare to fight. But it's here the similarities with *Zelda* end. ▶



After the sword-pulling fiasco the village elders are none too pleased and put on their best Laurel and Hardy act!

Of Mana

WALNUT WHIPS!

You need to stock up on goodies if you're to complete the task. Here's a crucial shopping list...

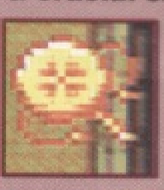

Barrel: whack one of these on and you become invisible.

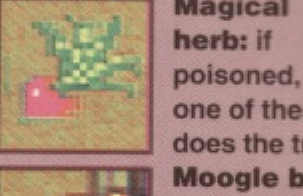

Candy: gives you a whopping100 energy points.


Choccy: better than candy, gives 200 energy points.


Cup of wishes: restores the life of a fallen adventurer.

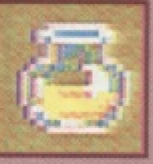
Faerie nut: scoff one of these to restore your magic points.


Flammie drum: commands the winged dragon.

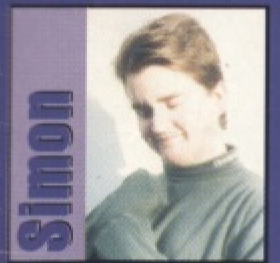

Magical herb: if poisoned, one of these does the trick.

Moogle belt: deflects magic just what the doc ordered.


Magic rope: lost? This rope takes you back to the entrance!


Royal jam: restores a whopping 250 energy points.

'The best RPG ever!'


Simon

Well, it's finally happened! After being at the top of the RPG tree for ages, *Zelda: A Link To The Past* has finally been toppled. *Secret Of Mana* is truly brilliant and takes the title by a long shot!

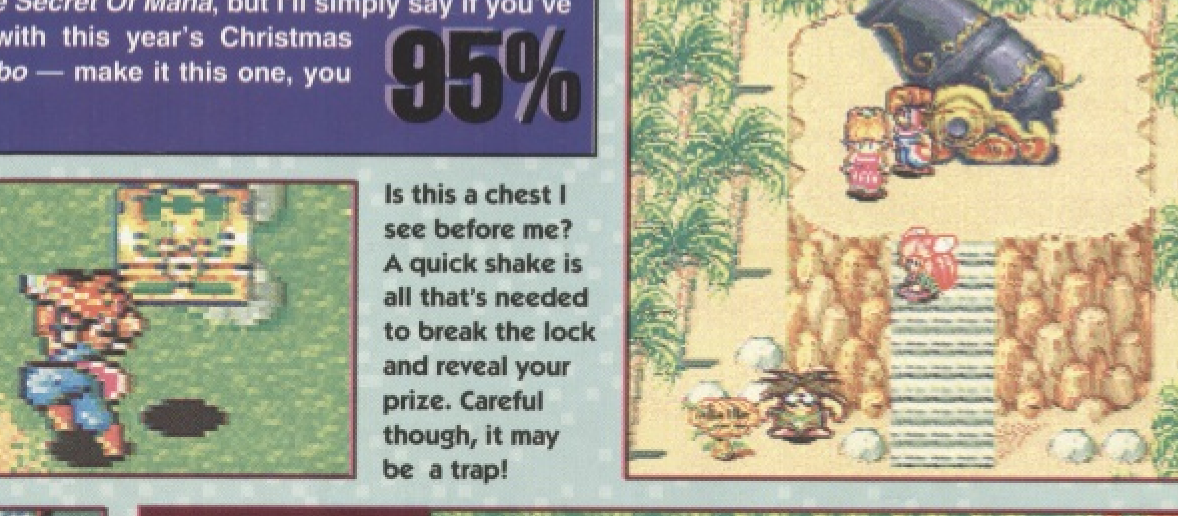
The first thing to hit is the beautifully drawn, colourful characters and their equally attractive backgrounds. The locations are so varied you never know what to expect, part of the reason the game's so good. Sonically things are equally good, a *Zelda*-esque soundtrack accompanies exploration which changes depending on the area you're in. For example, the 'village' music is calm and tranquil but enter a cave and things are much moodier.

The thing which makes *Secret Of Mana* the best in its league is undoubtedly the playability. It's just impossible to put down. The day the cart came into the office, me, Chris Rice and Charlie — using the amazing three-player option — played it from 9am to10.30pm *non-stop*. There aren't many games to keep you playing so long without a break! The amazing thing is, after all this play we were still only just over a quarter of the way through!! I could go on for pages about the *The Secret Of Mana*, but I'll simply say if you've only got enough money to buy one game with this year's Christmas money — assuming you already own *SFII Turbo* — make it this one, you can't go wrong!

95%




Is this a chest I see before me? A quick shake is all that's needed to break the lock and reveal your prize. Careful though, it may be a trap!



Left: no it's not some bizarre circus act, it's the tourist service — Cannonball Travel!

Below: this is your home village. Its layout is typical of most of the places you encounter.

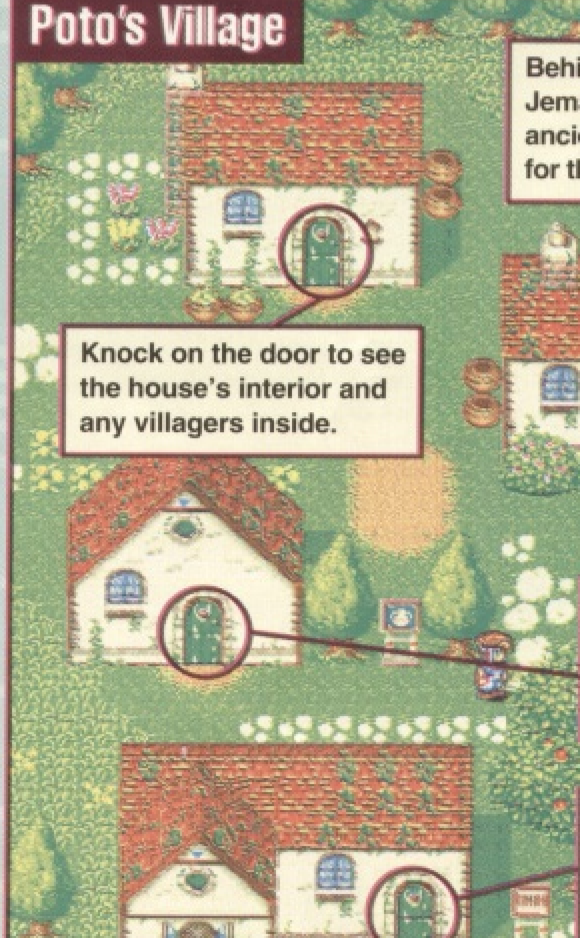




Above: the world's end! It'll take us bloody ages to get there.

Left: the mushroom village is shrouded in mystery, can you find your way out alive?

Poto's Village





Mana is much more of an RPG, meaning the world's entire populace (computer and player) are made up of vital statistics such as intelligence, strength, constitution and wisdom which affects personality. Life force is calculated by experience points. The longer you stay alive, the more battles you fight, the higher your experience points and the more life force (measured in hit points) and magic power you have.

Every time you're struck by an enemy, a number of hit points are lost. The amount of damage is determined by the amount and quality of armour you're wearing, the strength of the weapon (or magic) used to attack and the ability of the user and, finally, the victim's ability to evade and defend (shown in the stat table). It all sounds really complicated but it's much easier and faster in practice.

Thwack, slash or whip an enemy and the amount of damage in hit points flashes onto the screen. Initially, these numbers are small but as weapon skills develop so your effectiveness with them increases. Should you find magical orbs, Watts the blacksmith forges new, stronger weapons — for a cost of course.

Now that's magic

Another difference from *Zelda* is the importance of magic spells. Two of the three characters (yes, you heard right *three* — we'll get to that in a minute) have magic powers and with each Mana seed they find, the greater the repertoire of spells they perform. Again, these start off tamely with cure and remedy spells but upgrade to such delights as Thunderbolt 'burn up your foes with this sizzler' and Burst 'ultraviolet rays crisp the enemy' and combat really gets interesting.

The final, most important, difference is the three-player option. Although our hero begins the quest alone, before long he's joined by two others — a gung-ho dwarf sprite with attitude and a love-struck kung-fu healer. It's an unlikely combination but they're the world's only hope for peace.

If you can't find a duo of Mana questors, the computer plays the allies shadowing your every move. An attack option allows you to customise their aggressiveness ranging from 'psycho axe-wielding maniac mode' or 'let's get the @$&! out of here.'

Each mini-quest plays its part in the overall mission and there are a variety of level bosses to overcome on the way. Defeating each usually results in extra magic powers or special items and, most importantly, one of the eight Mana seeds.

Finding them all is no walk in the park. The game's producers, Squaresoft, suggest there's about 70 hours of gameplay though we cracked it in 60 hours after four days of *constant* playing. For the less dedicated, or those without much free time, there's a handy save option. Simply pop into town and nip into the nearest inn or shop and you're a given a chance to record your progress.

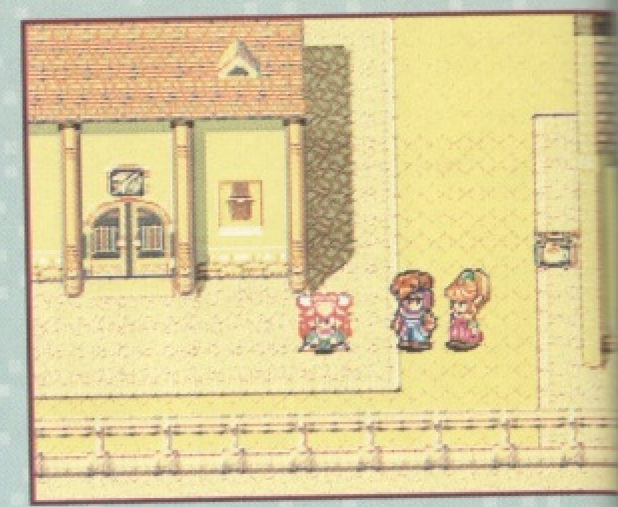
So there are the facts. Undoubtedly, the question on everyone's lips is 'Is this as good as *Zelda*?' In our opinion yes, although anoracks can argue, quite legitimately, that the two should be in different categories. Why? Because Mana is definitely an RPG, while *Zelda's* an Adventure. But that doesn't make it any less of an incredible game. Quite the opposite. You're looking at one of the all-time top-five games, if not the best ever...



You can't beat a good night's sleep — ask any designer! When you awake your energy is restored.



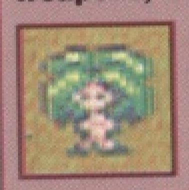
As the hero does his Fatima Whitbread impression, the others look on wondering 'is he really our leader?'



We've struck gold! The golden city has everything, including expensive shops.

MAGIC MOMENTS!

Although Sprite and The Girl are a waste of space when it comes to fighting with weapons, they're a dab hand with magic. Here's the different spells they can use...



Dryad: the last to be discovered. In the girl's hands, it can even restore life and deflect magic attacks. Takes loads of magic points though.

Gnome: can either speed up the entire party or defend against enemy attacks. Sprite uses it for an Earth Slide or Gem Missile attack.



Lumina: for the girl's use only. The magic of light is very powerful if used correctly. The light sabre spell is particularly deadly.



Luna: One of the craziest spells. For a real laugh try out Sprite's Lunar Magic. It costs 8MPs but will make you laugh your armour off.



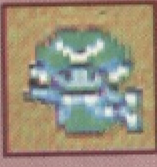
Salamando: this fiery magic engulfs anything it touches — beware. One of the few attacking combat spells the girl has.



Shade: the magic of the dark side is very powerful, the dispel magic spell backfires enemy attacks and is great for beating bosses.



Sylphid: a more passive magic but still very useful, the analyzer spell finds any enemy weak spots, while Thunderbolt blasts them with lightning.



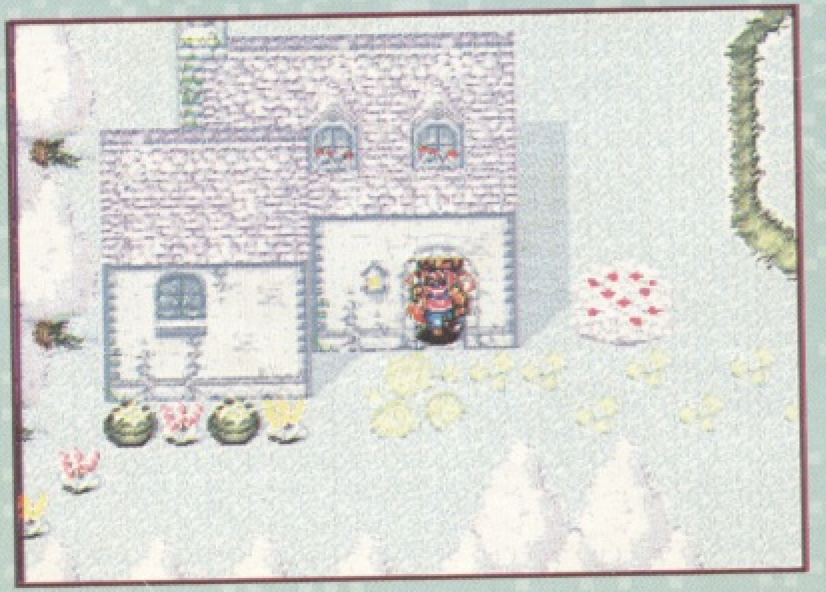
Undine: the magic of water has the power to revive a struggling adventurer. Sprite can use it to absorb enemy hit points and transfer them to her.



A winged dragon provides the transport, er.. is this a bad time to mention my fear of heights?



Who forgot to pay their gas bill then?! The party prepare to enter the chilly ice palace.

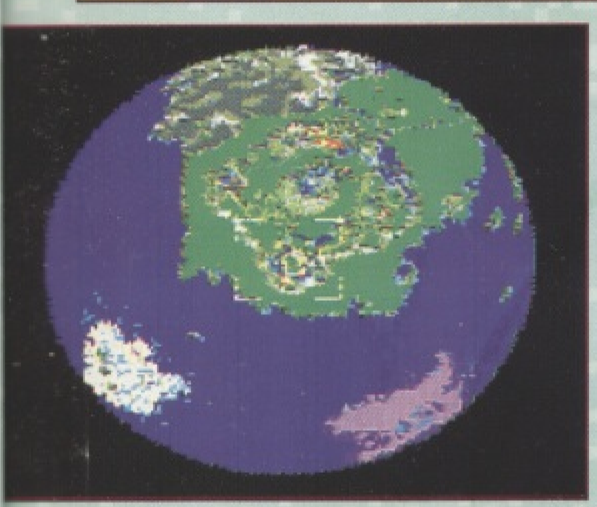




Above: 'I can see the pub from up 'ere!' Finding where you want to go is so easy with the top-down view.

Left: the group abandon the quest in favour of a nice warm fire — well, it's flippin' freezing out there!

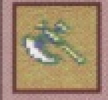
Above: an admirer! The woman congratulates you for clearing her village of monsters. Cheers love, now where's the cash?!

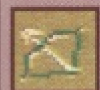


Left: now this is what I call a satellite view! You can get an overview of the entire world from here!

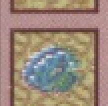
WATT FORGERY!

Everytime you find a weapon orb take it to Watts the blacksmith and he'll forge it — for a price!

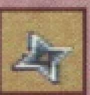

Axe: a heavy and powerful choppin' weapon.


Bow: great from long range but not in close combat.


Dart: powerful and fast, one of the best weapons.


Karate glove: great for one-on-one brawls.


Mana Sword: the weapon of a true hero.


Boomerang: very effective from long range.

Pole arm: like the dart, this is a topper weapon!


Whip: sounds like a bizarre sex aid — it is!

MANA BOUT TOWN!

Keep an eye out for these crazy characters...


Blacksmith: take any weapon powerups to this chap and he'll forge 'em.


Shopkeeper: sells just about everything you could ever want.


Villager: the town dwellers have plenty of information, so stop and have a chat.

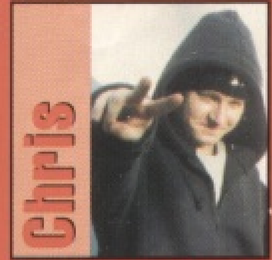

Guard: wherever these guys show up you know there's trouble!


Resistance member: they fight for freedom and justice, very useful!


Sage joch: he may look like Big Bird but he's the wisest man in the land.


Neko: pops up from time to time to save your game and sell you much-needed goods.

'A game made in heaven'



When you've been reviewing games for as many years as I have, there comes a point when you feel like you've seen everything the Super Nintendo has to offer. Year after year, waiting for that perfect game to arrive and instead being faced with an endless stream of *SFII* clones and cutesy platformers — it's enough to make you lose your faith. But every now and then something special comes along that makes it all worth while — *The Secret Of Mana* is one such game.

It's got mystique, the cutest graphics you've ever seen, a soundtrack that sends a tingle right through your body and playability to die for. Make no mistake, this game is special.

I'll admit it's taken me by surprise. I've been waiting for *Madden's '94* all year and as luck would have it, they both arrived on the same day. Call it fate but for some unknown reason I played *Mana* first — and I'm still going strong. That was 16 hours ago. Now it's 5.30am, everyone else went home 12 hours ago, and I'm sitting in the dark playing on a black and white monitor (our SCART lead's gone AWOL). The only reason I've stopped is because I've just got to tell someone how good this game is and already I can hear the soft, lilting music enticing me over to continue the quest.

I could tell you all about the great three-player option, the hilarious sense of humour accompanying the action-packed battle sequences and the huge amounts of weapons, spells and magical items you'll need to discover, but why spoil the adventure of a lifetime? I'm going back to my game. I suggest you start saving for a copy this second. Take it from me — it's a godsend.

94%

Final analysis


"To the Mana born! This is a noble, upstanding cart of good breeding and sound strategy. Buy it."

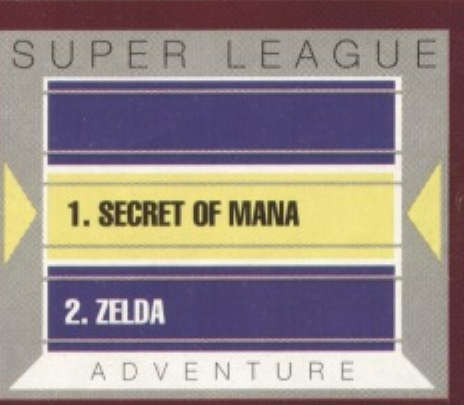

"C'est magnifique! Ne pas mon thé, mais c'est tres adorable. Fromage frais."


"Even though I don't understand what the hell is going on it looks absolutely super — oh joy!"

Final day score

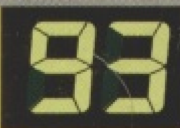
Chris, Charlie, Si — 60 hours

FINISHED



A near perfect game. Magical, enchanting incredibly playable, huge and *so* addictive. Just a shame it can't last forever.

Sound



A brilliant soundtrack changes depending on the surroundings, spot effects really set the mood.

Graphics



Excellently drawn characters are found all over. Scenery variation makes the game a joy to play.

Playability



From the moment you pick it up, you'll be hooked in a fantasy land that you won't want to leave!

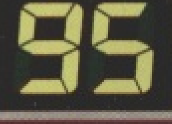
Lastability



A truly massive game that takes hours to complete even in three-player — it's so engrossing!

Force factor

Absolute class. A game like this very rarely comes along, so it's a time to rejoice for all game fans.

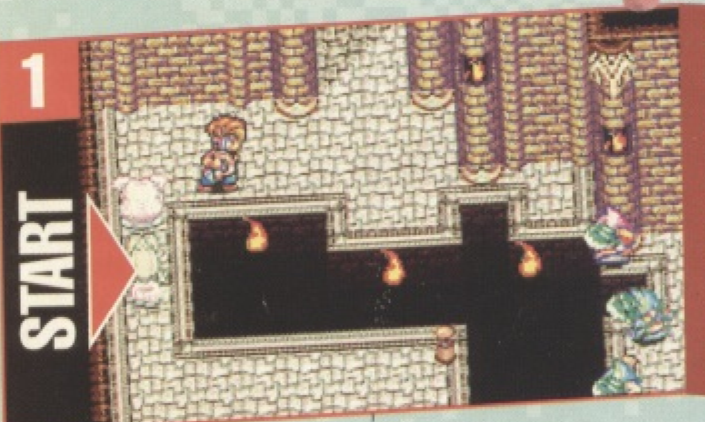


COVER EXCLUSIVE

The Secret of Mana

PLAYER'S GUIDE

You've heard the history and read the review, so you're no doubt dying to get going with the game. Well, the manual will only get you so far, so here's the first instalment of a complete step-by-step solution. Tune in next issue for the second part...



Enter the palace and explore until you find two switches. Pushing them opens a door so you may progress. Keep moving forward until you reach the stage room.



You now face a tough boss. Use the freeze magic as it's most effective. You need two fairy walnuts or you'll run out of magic points.



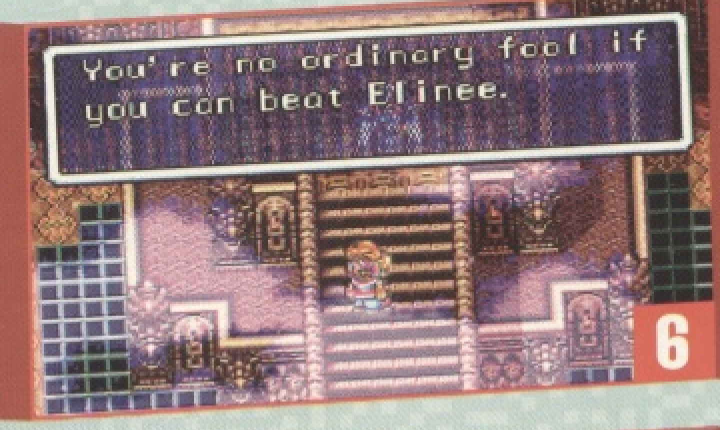
When you've defeated this guardian you receive magical powers. Now go back to the dwarf village, buy some new weapons and save your game.



Head back to Pandora and look for a blue-haired girl named Phanna, talk to her. When you've done this, go to the ruins south of Pandora.



After a brief argument between Phanna and the girl, Phanna runs into the palace. Follow her and explore the palace.



Before too long you come to room with masked knights just standing around. Go up the stairs in the middle and talk to the man at the top.



After Thanatos' explanation of what's happened to your friends Dyluck and Phanna he disappears. He then drops you into a pit with a killer wall!



The wall is a tough boss. You need at least one walnut to defeat it and use the freeze magic as it's by far the most effective.



Return to the palace of Pandora — it's in the top right hand corner — and speak to the king who now believes you're the Mana knight.



You can now go down the stairs and open all the treasure chests that have been guarded for years. You also get the Spear Orb and Sword Orb.



Make your way back to the dwarf village and see Watts the blacksmith who powers up your weapons with the orbs you've collected.



Go to the centre of the dwarf village — south of the blacksmith — and there's a giant hole. Jema is standing by it so have a talk to him.



Now explore the ship until you find the boss who's accompanied by his two henchmen. They have a brief chat and set their robot on you.



Use the freeze magic again. With your newly powered-up weapons, the dastardly villain won't have chance to offer much resistance.



After beating the boss you receive one of the precious Mana seeds. These are the key to completing the game. Now use the magic rope to get out of the hole.



Speak to Jema again and he asks you to take the seed back to the Water Palace. Be sure to save your game and buy some candy on the way.



The leader asks you to hand over the Mana seed. You get the option to run or give it to him — whichever one you choose the outcome is the same, you have to fight.



The two-headed serpent is tough, so magic is the order of the day. You need to use the acid rain magic and must have at least two fairy walnuts in reserve.



Head for the cannon travel guy who is found by the entrance to the Potos village. Pay him the money and go to the Upper Lands.



When you find a screen which has three pebblers in it, kill all three of them. They take loads of hits so be patient and use fully powered-up weapons.



This allows the Moogles to return to their village and the first part of your task in the Upper Lands is complete. Doing this also makes treasure chests appear — open!



This also means Watts, the blacksmith and Neko the trading cat make this their temporary home. Stock up on food and powerup those weapons.



Walk the seasons and we can enter. This means that you must find a route from spring, summer, autumn, winter and then back to spring in that order.



You should begin here, at the bottom right hand corner of the spring area. Now simply exit to the right and your journey is underway.



Now you're in the summer area, make your way to the top right-hand corner, exit here and you're on to the autumn area.



When in the autumn area head for the top-left corner, don't bother killing anything just run — it's far quicker — and exit through the gap.



The final area is winter and it's well easy as there are only two ways to leave. Go to the bottom-left corner to complete your journey.



If done correctly you get this message telling you that you've successfully negotiated the path and the way forward is now open.



This done, head to the top-right corner of the spring area. You now discover a group of rocks has disappeared allowing entrance to the village.



Home! However, things are not quite what they seem and the village has been taken over by monsters. Move out of the top exit to meet the boss.



The boss is a giant chicken and is easy to kill with a combination of freeze magic and fully powered-up weapons. You'll need a few fairy walnuts — don't give up!

Okay, by now your weapons should be powered up but don't forget to take time to get your spells to full strength — they should be at least level five now! Next issue we guide you to the Mana tree for the final confrontation.

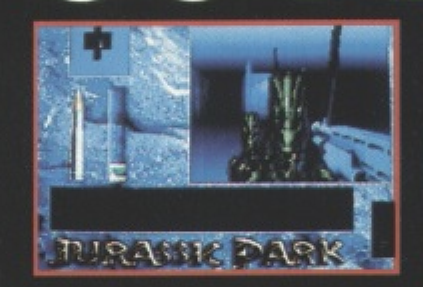


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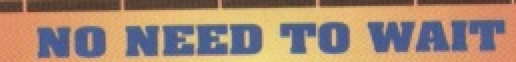
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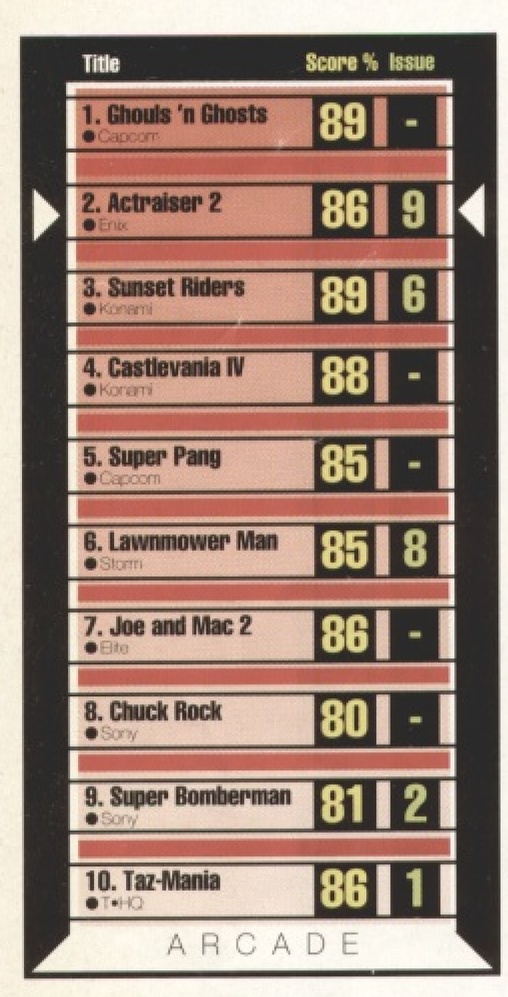
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The Super League

It's Super Bowl time and what perfect timing for the mighty duo of *Madden '94* and *Mana* to leap out of the backfield, touchdown and leave the rest trailing in the end zone.



ARCADE

Title	Score %	Issue
1. Ghouls 'n Ghosts ● Capcom	89	-
2. Actraiser 2 ● Enix	86	9
3. Sunset Riders ● Konami	89	6
4. Castlevania IV ● Konami	88	-
5. Super Pang ● Capcom	85	-
6. Lawnmower Man ● Storm	85	8
7. Joe and Mac 2 ● Elite	86	-
8. Chuck Rock ● Sony	80	-
9. Super Bomberman ● Sony	81	2
10. Taz-Mania ● T•HQ	86	1

ADVENTURE

Title	Score %	Issue
1. Secret Of Mana ● Squaresoft	95	9
2. Legend of Zelda III ● Nintendo	93	-
3. Flashback ● Sony	92	8
4. Shadowrun ● Laser Beam	92	2
5. Mystical Ninja ● Konami	92	8
6. Young Merlin ● Virgin	92	8
7. Jurassic Park ● Ocean	92	5
8. Out of this World ● Interplay	84	-
9. Actraiser ● Enix	83	-
10. Equinox ● Sony	84	6

BEAT-'EM-UP

Title	Score %	Issue
1. SF II Turbo ● Capcom	96	2
2. SF II ● Capcom	92	-
3. Tourn. Fighters ● Konami	90	8
4. Mortal Kombat ● Acclaim	89	3
5. Ranma 1/2 ● Ocean	84	7
6. Final Fight ● Capcom	79	-
7. Art of Fighting ● Takara	72	-
8. Rushing Beat Run ● Jaleco	74	-
9. Fatal Fury 2 ● Takara	68	9
10. Turtles IV ● Konami	75	-

PLATFORM

Title	Score %	Issue
1. Mario All-Stars ● Nintendo	92	4
2. Super Mario World ● Nintendo	95	-
3. Cool Spot ● Virgin	90	7
4. Mickey's Magic Que. ● Capcom	91	-
5. Mr Nutz ● Ocean	90	5
6. Tiny Toons ● Konami	87	-
7. The Addams Family ● Ocean	88	-
8. First Samurai ● Kemco	85	4
9. Prince of Persia ● Konami	89	-
10. Super Putty ● System 3	87	6

PUZZLE

Title	Score %	Issue
1. Lost Vikings ● Interplay	91	1
2. Lemmings ● Sunsoft	90	-
3. Goof Troop ● Capcom	88	6
4. Super Tetris ● BPS	85	-
5. Krusty's Funhouse ● Acclaim	82	-
6. Yoshi's Cookies ● Nintendo	79	4
7. Pushover ● Ocean	78	-
8. Q-Bert ● NTVIC	64	-
9. Troddlers ● Storm	65	3
10. Spin Dizzy ● ASCII	82	-

SHOOT-'EM-UP

Title	Score %	Issue
1. Super Empire ● JVC	95	7
2. Alien 3 ● Acclaim	92	1
3. Super Star Wars ● JVC	92	-
4. Parodius ● Konami	87	-
5. Super Turrican ● Vic Tokai	83	8
6. Cybernator ● Konami	89	-
7. Super Probotector ● Konami	92	-
8. Zombies ● Konami	90	6
9. B.O.B. ● EA	86	1
10. Pop 'n' Twinbee ● Konami	80	2

SPORTS

Title	Score %	Issue
1. Madden NFL '94 ● EA	93	9
2. Super Mario Kart ● Nintendo	90	-
3. Sensible Soccer ● Sony	94	8
4. Rock 'N' Roll Racing ● Interplay	90	6
5. Super NBA ● Tecmo	88	-
6. John Madden '93 ● EA	90	-
7. Super Tennis ● Nintendo	88	-
8. Striker ● Elite	82	2
9. Top Gear ● Kemco	88	-
10. Extra Innings ● Sony	87	-

STRATEGY

Title	Score %	Issue
1. Desert Fighter ● System 3	92	8
2. PilotWings ● Nintendo	91	-
3. Desert Strike ● EA	87	-
4. Mega lo Mania ● Imagineer	87	6
5. Sim City ● Nintendo	84	-
6. Player Manager ● Anco	86	4
7. Populous ● Anco	81	-
8. Super Strike Eagle ● Microprose	79	1
9. Mech Warrior ● Activision	79	-
10. Wing Commander 2 ● Mindscape	84	-

A league of their own...

Every game listed in this section has been selected by the SNES FORCE team as one of the ten best of its class. The SuperLeague™ will be constantly updated to ensure that it continues to be an accurate listing of the very best games available for the SNES. SuperLeague™ listed titles are all widely available in high street stores and via mail order. It is advisable to check compatibility with your retailer before purchase.

The Review section

The review crew are back and stronger than ever. It's Super Bowl time so what better way to kick of the action than with the amazing *Madden NFL '94*.

Game Type
Our SuperLeague™ category – indicating what type of game is being reviewed.

What the makers say
A chance for the people who produced the game to do a short sell to you.

Controls
Which button does what when controlling the game. If a button does nothing, we say so.

First Impression
As soon as a game comes into the SNES FORCE office for review it is given to three of the team for a 'first impression' session.

At this stage the reviewers aren't undertaking a complete critical analysis of the game, instead they are simply presenting three snapshot impressions of the game.

This element of the review process is probably the furthest most readers get when trying to evaluate software for themselves in shops, so it's a very useful acid test to see just how well the game fares, even without the manual.

Don't expect all three of the reviewers to agree with each other at this stage of the review (in fact don't rely on that at any point!)

For a balanced view you should compare the First Impression panels with the corresponding Final Analysis section.

First day score
One of the team is assigned the game for a complete review after the First Impressions have been completed. The first day score achieved is a good indication of how difficult a game is.

Comment
A full comment is much more detailed than a first impression statement.

In order to give a fair assessment of the game one of our reviewing team has to spend at least half a day playing the game from end to end, or at least as far as they can get.

Comments include a short summary quote and rating.

Ratings box
The definitive summary of how each game is rated by the entire SNES FORCE team.

Even if you don't read anything else — read this.

SuperLeague™ placing
If a game is considered to be good enough, it will find a place in one of the SNES FORCE SuperLeagues™

In simple terms, these are lists of the top ten games in various different genres.

SNES FORCE strongly recommends the purchase of any game rated in a League.

Final day score
The same reviewer who play-tested the game on its day of arrival will have been playing the game for over four weeks by this stage.

You should expect the final day score to be much higher than the first day one.

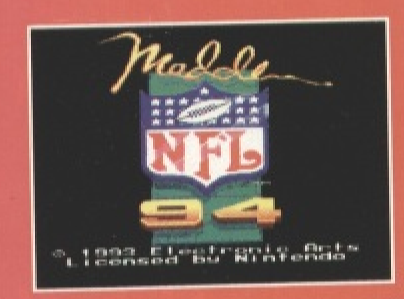
If it isn't — treat it as a danger sign. Our team is full of professional games players and it's probably just too hard.

Final analysis
Cast your mind back to the first glance panels at the front of each review.

The final analysis section consists of parting observations from the same three reviewers who opened the box four weeks before.

A month is a long time when you play games all day so look out for opinions that might have changed.

Reviewed in full



Sports

Producer .... Electronic Arts
Supplier .... Zap Games (0532) 590077
Price £49.99
Status .... US Import

Players 1-5
Lives .... N/A
Continues .... N/A
Extras .... Password, replay

What the makers say...

Four-way play for slamming tournament action. It's the biggest players, the fastest action ever.
■ EA Sports.

Controls


Tackle/dive


Snaps ball/charge


Catch ball/hurdle


Spin man/audible


Surge on the line


Surge on the line

First impression


Oh. Oh good. It's an American football simulation. Oh my. Oh joy.


I'm a closet American football fan and this looks phenomenal!


Mode 7th Heaven! The rotating 3D pitch and players are awesome.

First day score

Chris H — Beat Browns

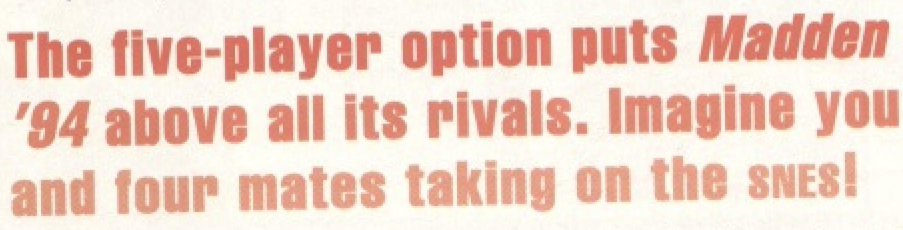
43-7

Madden



At last Electronic Arts unveil the latest link in their chain of sports sims. Has *Madden '94* got what it takes to go all the way to the Super Bowl?

Since Channel 4 started broadcasting American football on a weekly basis, the sport's grown immensely and now has a huge following of avid fans nationwide. To some, it may seem like a ruck of men chasing after an odd-shaped ball but to anyone in the know, it's the best power sport around.



Madden '94 aims to continue where the last instalment — cunningly named *Madden '93* — left off, so just what's new and is it worth spending more hard-earned cash to get it? Well, the game now has the full backing of the NFL, meaning all the real-life teams and their logos are included, along with every team's home stadium. Not only are the full 1993 team rosters featured, you can also choose from 12 all-time great franchise teams, including the virtually unbeatable All-Madden Greats. On top of this, there are 38 Super Bowl winning teams of the past, so if you've ever wondered how the unbeaten Miami Dolphins team of '72 compare against the Chicago Bears '85 side, here's the chance to find out! A big failing in *Madden '93* was the lack of a full season option — fear not, in *'94* there's the whole deal. Choose a team, play a season, qualify for the play-offs and hopefully take them all the way to the Super Bowl.


Big trouble for Dallas as Troy Aikman desperately tries to avoid being sacked for a safety.


Looks like big trouble for the quarterback as the ambulance whisks him off to the sideline for medical attention.

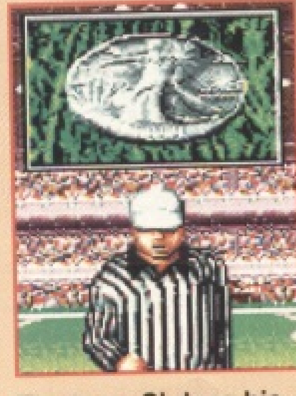
Take five

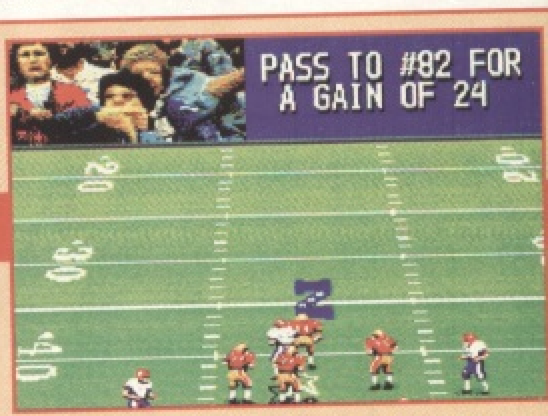
As well as this wealth of options, you can also have a one-off match, play sudden-death overtime where the first team to score wins, and even enter a play off competition with any group of teams mentioned above. All this can be played against the SNES or a mate(s). One feature puts *Madden '94* above all its rivals — the five-player option using a multi-tap. Imagine you and four mates taking on the SNES all at once! This really makes the multi-tap an attractive add-on.

Another revamped feature is the instant-replay option. In previous games action is viewed from behind the quarterback and is quite basic, but in *'94* it's an all-singing, all-dancing wonder replay! You can actually rotate the ▶

THE MATCH

When you've got a game as good as *Madden*'s and a multi-tap, then there's only one decent thing to do — time for a challenge! By now Si was really getting on everyone's nerves, so the two Chris's decided to up the stakes and bet a tenner they could beat him and a mate (if he could find one!). Charlie agreed (only after Si paid him a fiver and so the battle commenced. The Ed and Satan took San Fran '84 while the Chubb and the Chump chose Buffalo.


The toss. Si does his famous 'tails never fails' and promptly loses — laugh? We nearly died!

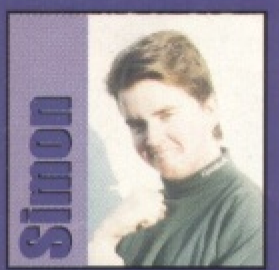


Chris — still insisting that Jerry Rice is his Uncle who visits every Christmas — goes for a dazzling interception. Unfortunately, Uncle Jerry trips, fumbles and Si recovers.



NFL '94

'Madden-ingly addicive'



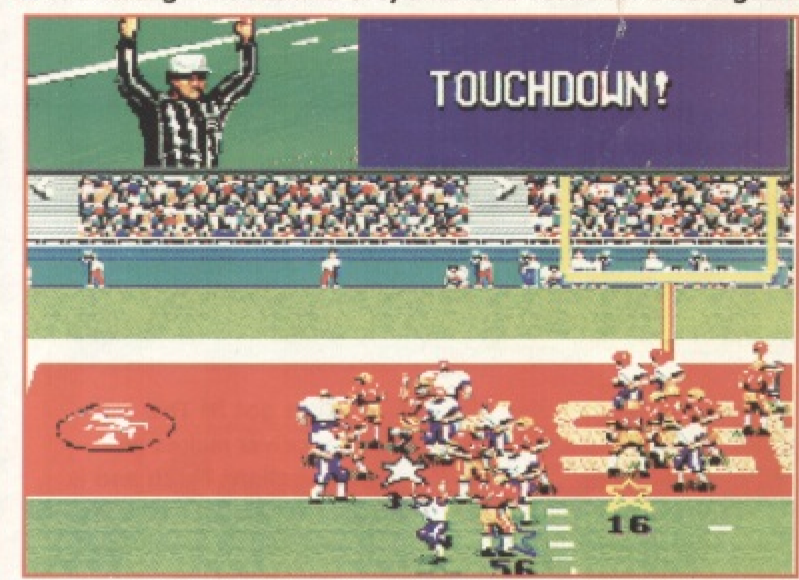
It's taken Electronic Arts a couple of attempts but at last they've converted a *Madden* American football game onto the SNES, making full use of the machine's capabilities *and* keeping all the playability that made the MD version so popular!

The graphics are excellent, the great animation really overshadows the previous SNES *Madden* games and makes the Mega Drive version look poor by comparison. The instant-replay feature is truly amazing, allowing you to rotate the pitch through 360 degrees while re-watching a short part of the game — incredible! Each team and pitch is modelled on its real life counterpart, so playing Houston you're in a domed artificial surface facing the 'run-and-shoot' offence of Warren Moon. Chicago on the other hand play in an open-air grass stadium and prefer to smother you with a tight offence. For me (and anyone else who follows American football), this is the best part of the game, playing against real teams in real conditions in real stadiums improves the atmosphere and excitement no end! *Madden '94* features hundreds of 'plays', and each one can be flipped, so in effect there's double the amount! This is the area where you either make or break a sports sim — too few and you'll run out of ideas quickly, too many and you'll confuse the hell out of the player. Happily, *Madden '94* strikes a perfect balance between the two, the excellent menu system ensuring things are never overwhelming. If you don't like American football, forget this title exists as you'll get nothing out of it. If, like me, you're a fan, this is the best version on *any* console and should be high on your 'must have' list in '94!

93%

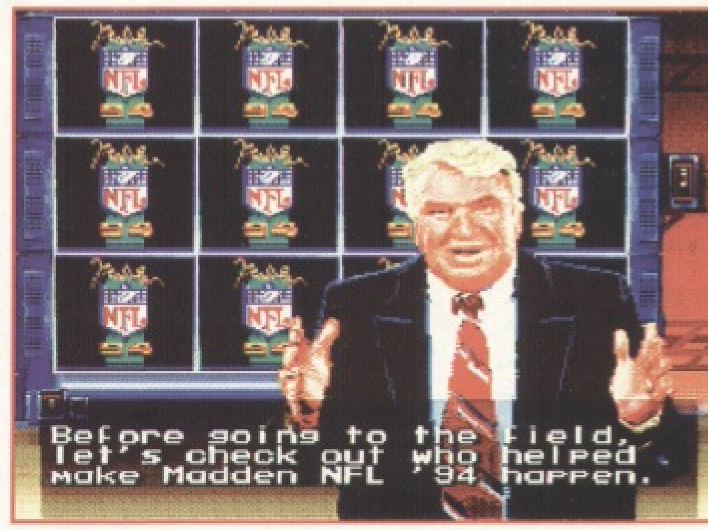


The Raiders have managed to drive downfield but the defence is too strong — looks like they'll have to settle for a field goal!





The instant replay option is quite incredible. Mode 7 rotation ahoy!

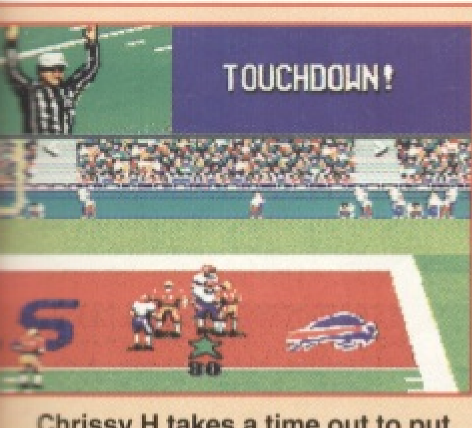


John takes a break from his pre-match build up to spin his age-old fishing trip tale to the masses — it was how big?



Above: What a mass of bodies! Can you spot the player with the ball? Answers on a postcard to SNES FORCE, Case Mill, Temeside, Ludlow!

Left: Four-way play, now this is what I call big time action! The Buffalo Bills prepare themselves to take on the mighty San Fransisco 49ers.



Chrissy H takes a time out to put a curse on Buffalo but disastrously forgets he's changed ends — Buffalo throw miraculously for an 85-yard TD.





Time for more devious tactics. Charlie lines up for the point after — it sails through the middle of the posts but, unbelievably, the ref disallows it (Hang on a sec I'm sure I've seen him before!).



The crowd go wild! Si and Charlie start screaming 'fix' but Satan and The Ed just sit smugly and pee themselves laughing. Charlie and SI vow revenge...

pitch through 360 degrees while the action is running, so the pitch is viewed from any angle. The effect is amazing, though prolonged use isn't recommended as it may make you feel sick!

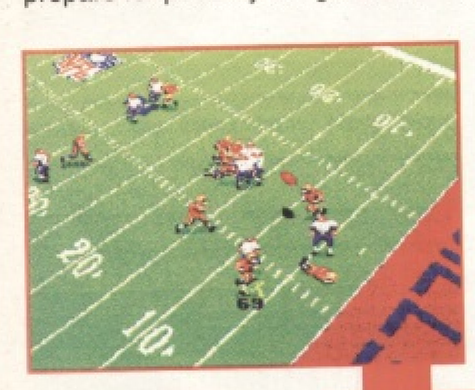
Multi-tap? No thanks, I just washed.

Graphics are much better throughout this latest instalment, which is pleasing because *'93* lacked a certain something in this department.

The game also features loads of new plays and now gives you the chance to 'flip' every one, so in effect there's double the amount. There's the option of playing with a 'no huddle' offence, meaning you go right into the next play rather than returning to the huddle. This is great if the clock's running down with no time outs left!

Madden '94 is a whole new ball game, offering so many new and innovative features it's taking the Sports category in the Super League by storm.

Lace up those boots, pull on the pads and check your tutu — oops, wrong sport! Grit your teeth, huddle close and prepare for possibly the greatest play off this century... ■



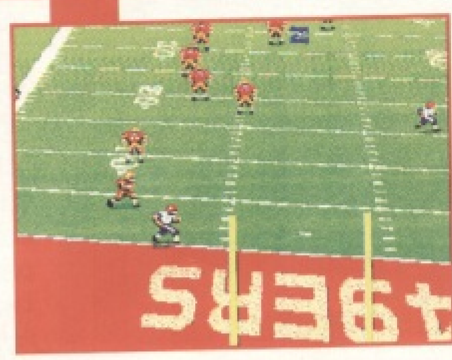
The quarterback is just about to be tackled by the defensive blitz but still manages to get a pinpoint pass off to his best wide receiver. Can the defence do anything about this amazing pass?



As the ball soars through the air the defensive linemen can do no more than watch as it looks almost certainly destined for the receiver's hands.



He's got it! The receiver makes an excellent catch and is totally unmarked. He begins to run toward the endzone — sensing danger the defence give chase!



Despite their best efforts the receiver proves simply too fast for the defence and is 'high stepping' it all the way to the endzone. He even has time to do a bit of posing on the goal line!

OFFENSIVE BEHAVIOUR!

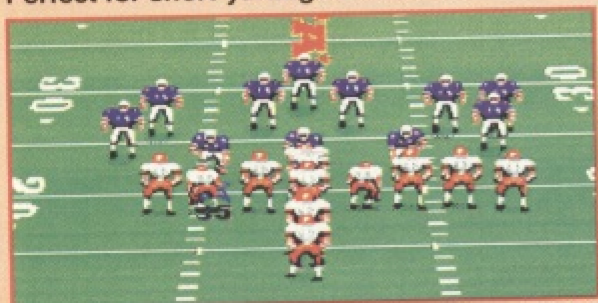
Welcome to the locker room for your first lesson in power offense. These are the best attacking plays — use them wisely and victory is yours for the taking...



The I formation: made famous by Herschel Walker. This allows one runing back to carry the ball and a full back to block for him. Perfect for short-yardage situations.



Shotgun: an out-and-out passing formation. The quarterback drops back to take the snap giving himself extra time for the pass.



Goal line: perfect for 'fourth and inches' situations or preventing a running touchdown. Place all your biggest men on the line and blitz like crazy!



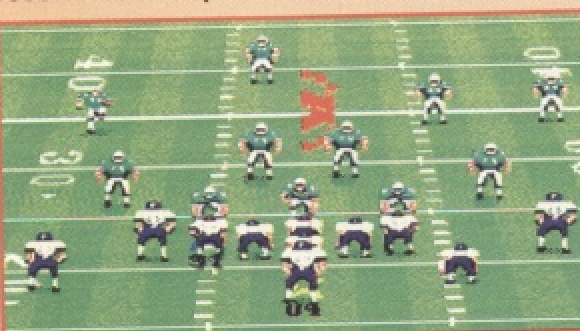
Kick Off: ideal for the speed merchants in the team. Run downfield and put a big hit on the ball carrier before he knows what's hit him.



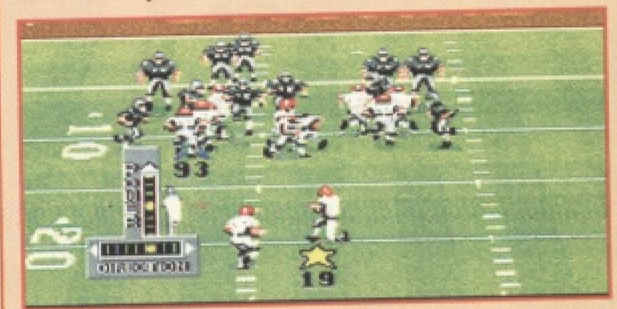
Near and far: in this formation you split your options. You can either go 'deep' to the receivers or keep the ball on the ground.



Pro Form: great for fooling the defence. Two receivers and two running backs gives you loads of options.



Single back: this formation is primarily used for running plays but does have the odd passing play to confuse the defence.



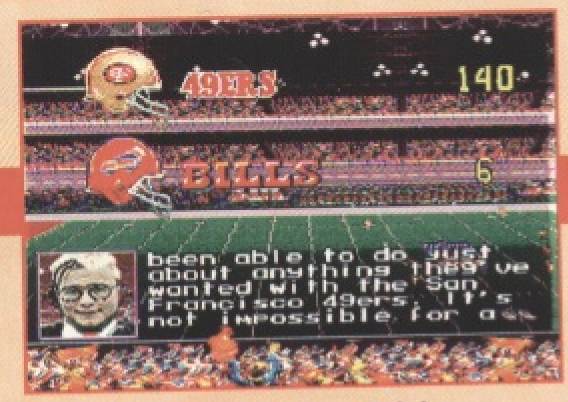
Field goal: run out of plays and still not managed to get the ball in the endzone? Fear not because you can always try for a field goal, get the direction set right and boot it!



Still mumbling 'fix', Buffalo kick off straight into the arms of an eager Chrissy H who looks upfield and throws a 95-yard bomb — surely that's illegal?



But hang on a sec. It's that weird ref again with the hanky on his head. He's reversed the call and given a penalty touchdown. Six points to the Chrisses.



Hang on a mo', that's not John Madden. Something weird's going on here. Looks like ol' Ricey and Hayward have been cheatin'. Time for Si and Charlie to strike back...

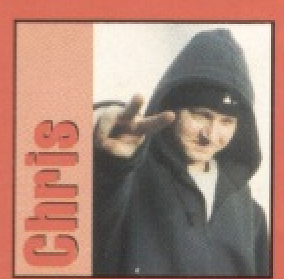


Mustering all their gameplaying talents they put on a second-half display the likes of which have never been seen before.


Throw an interception and the crowd let you know exactally how they feel!


However, any touchdowns result in them going absolutely wild — bunch of two-faced gits!

'A whole new ball game'


Chris

Any serious sports fan knows why the *John Madden* series of American football games are the best sports games around — authentic NFL teams, amazing gameplay, superb controls and easy-to-use menus, realistic plays and an incredible five-player mode. Now the whole game has been taken to bits and completely redesigned to make even better.

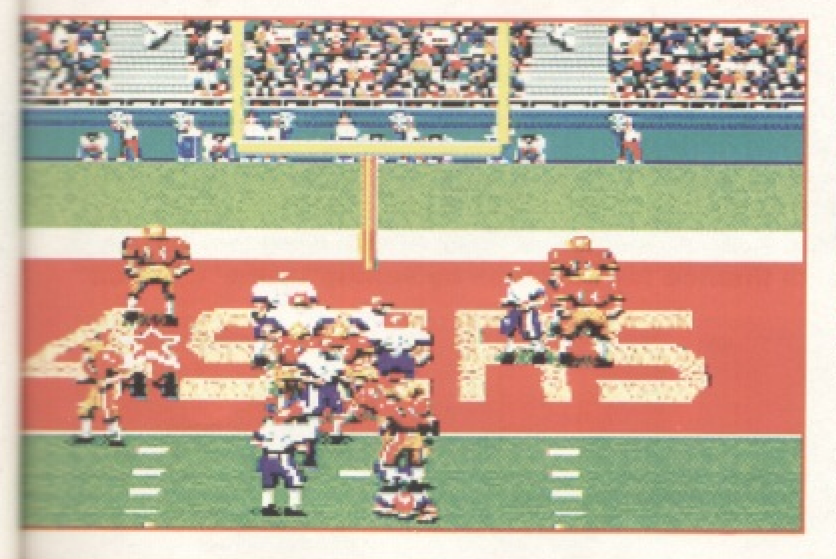
The first thing that hits you is the jazzy new intro sequences. The vast array of new teams (every Super Bowl winning team is included) and a host of entirely new plays takes some time to get used to, though adds an extra dimension to playability and lastability. A great new touch is the disguised play selection making it virtually impossible for your opponent to peek at what you're choosing. Even if a defence does manage to guess your offence, you can second guess them with an audible chosen from the playbook and altered should the opposition get wise.

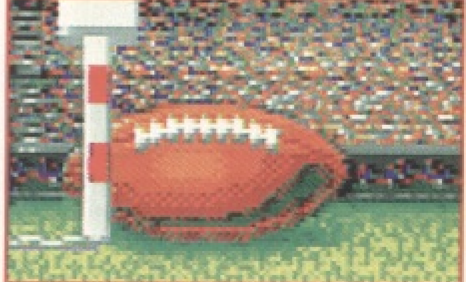
Getting into the game you notice the graphics are sharper and the sounds improved with those classic Maddenisms ('that's the way to hit 'em!') ringing load and clear. These can start to get on the nerves after a while but can be turned off via the extended options menu. Playability is vastly improved with a real sense of power on the offensive line and enhanced control over the wide receivers and secondary.

Perhaps most impressive of all is the awesome scaling and rotating action replay feature which is like taking a ride in a jet plane. Not only can you zoom in and out, pan left and right but you can rotate the *whole field* 360 degrees at the same time — it's awesome! Then there's the full-season option, the list of features just goes on and on.

Put it all together and you've got at a first class sports title and my personal favourite game of the genre. Come on EA, do all us sports fans a favour and give *Madden '94* an official release.

93%




Above: now thats what I call close. The offensive team make the first down by no more than three inches!

Left: After a huge drive that's taken them all the way downfield, the Patriots finish off with a touchdown.



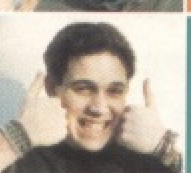
Touchdown after touchdown, the scores ring out like a pair of sailor's trousers!

SI: Hang on that's not John Madden it's lardy Jon Bruford our Sub Editor and he's wearing clean clothes!! What a disguise!
CHARLIE: He won't need a disguise when Ive finished with him, no-one will recognise him anyway!
JON: All right I confess. It was a low-down, dirty rotten thing to do and I would have got away with it if it wasn't for you pesky kids... But hey, Satan offered me a year's supply of lard and Pot Noodles if I fixed the result, so I couldn't say no.
WILL: And the moral of the story is cheats never prosper, winners don't use drugs, never sell your soul to Satan for a Pot Noodle, stay in school and remember Just Say NO!
And they all lived happily ever after (except Jon!)

Final analysis


"Sorry about my sarcasm — *Madden* really is a top class game. No, really. Would I lie to you?"

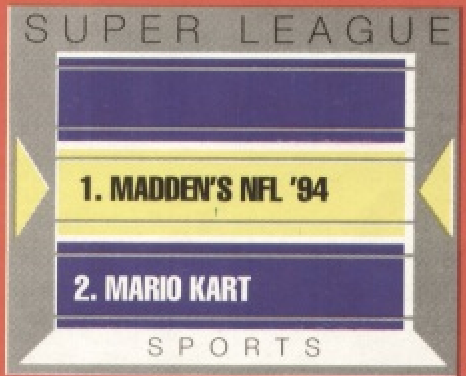

"An absolute classic! With loadsa plays and five-player mode this is the game of the year!"


"Maddens claims three more victims in Chrissy H, Ricey and Simon, so you *know* it's good."

Final day score

Chris H & Simon beat Dallas Cowboys





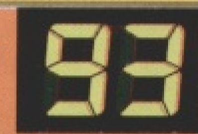
Storming into the top of the charts, Johnny boy finally steals *Mario Kart*'s crown. A top quality game in all respects, *Madden '94* deservedly takes the accolade.

Sound


Not much music, but spot effects i.e. tackling are excellent and add bone-crunching atmosphere.

Graphics

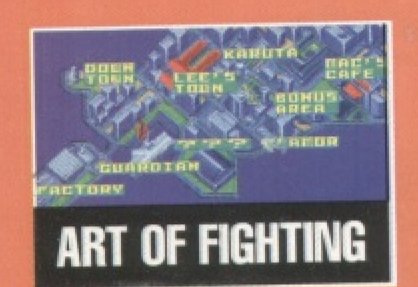

Superb sprites, bold colours and unbelievable Mode 7 make for a feast for the eyes.

Playability


Instantly addictive, tidy control method and unbeatable in five-player mode.

Lastability
94
Masses of teams, the variables are immeasurable and there's months of solid play.

Force factor
The best sports sim around. The five-player option and excellent new features put it in a class of its own.

ART OF FIGHTING

Beat-'em-up

Producer .... Takara
Supplier .... Takara

Price £59.99
Status .... Official UK release

Players 1-2
Lives 1
Continues .... Infinite
Extras .... None

What the makers say...

Ten possessors of potent power await your every command. Who is the strongest?!!! It's up to you!!!

■ Takara

Controls



(green button)	Kick
(yellow button)	Nothing
(blue button)	Punch
(red button)	Nothing
L	Nothing
R	Power/weak punch/kick

First impression



Graphics are okay, but the whole thing is frighteningly slow. Nice zoom effect.



Looks good but a real bore to play. One-player mode is far too easy.



The quality of the graphics are appalling. Shabby, shabby — ranks.

First day score

Chris H Level Four

FINISHED

Art of Fig

Another beat-'em-up arrives on the SNES, but is the conversion of the coin-op classic good enough to cut the mustard in the shadow of *SFII*'s burger? Read on, Macduff...



Lee's grim appearance doesn't hide the fact he's nifty with the odd painful move. Here he delivers a wicked reverse kick.

Ryo staggered out of his local. Beer swilling around his guts the thickly-muscled coalman felt the cold chill of the night air and the tender tingle in his head. Earlier he'd fallen out with his girlfriend Brenda, choosing to go out with his mates rather than her. Consequently he'd sumped a good ten pints to drown his sorrows and encouragement from friends led to another five. Fumbling blindly along a narrow alley he tried his best to summon an imaginary taxi. Stopping every now and then to regain any degree of balance he failed to notice the shadows slowly come alive with the figures of six burly locals. Ryo squinted at the approaching gang. 'Whayouwont?' blurted the inebriated youth. 'We 'eard you're called The Invincible Dragon' commented one from the darkness 'and that you're a bit 'ard when it comes to the art of fighting'. Ryo swallowed his welling vomit and tried to control his shuffling feet, saving himself from looking a complete prat.

An age-old tale of family feuding, bitter rivals, soap opera deaths and hefty community charge bills has resulted in the death of Ryo's father.

'We want to see if you're as good as they say' added a second mysterious shadow. The group of hoodlums each drew out an artistic weapon — felt pens, pencil sharpeners, crayons and erasers. Ryo acknowledged the challenge and to the awe of his aggressors withdrew a laminated paintbrush — when it came to the art of fighting, Ryo knew his brushes from his pencils.

Artichokes

The 'art' in the title isn't quite as refined as in art and crafts but is a brutal one-on-one battle of bodies as the ▶

FIGHTING FIT

Ten fearless fighters all with stupid character plots can be selected but half of them ain't what they seem. King is a girl, and Mr. Big helps finance his business by selling Lyons' cakes...

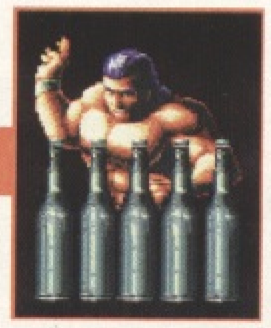
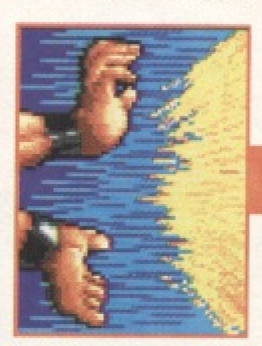


hting

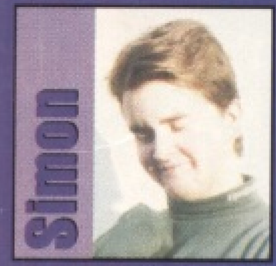

In the real world fighters don't just start scrapping without throwing a few words at each other. Here, insults deplete opponents' energy as well.

Every so often there's chance to take a break from the painful stuff. Bonus rounds consist of breaking ice, bottles and throwing fireballs.




'Close, but no cigar!'



I've seen some amazing squashes in my time, getting six full oranges in one carton of fruit juice can't be easy but this takes the biscuit. How the hell did Takara manage to cram 100-meg of NeoGeo programming excellence onto a paltry 16-meg SNES board? Beats me!

Graphically, *Art of Fighting* is as close to the arcade original as is possible. All the backgrounds and characters are included, each retaining exactly the same special moves. For me the most amazing feat the programmers pulled off was to get the high-speed zooming effect into the conversion — the zooming isn't as bold as the arcade, but it's still bloody good! Sound is also very close, but anyone who's played the original can tell you this is nothing to write home about — it's only average.

Single-player mode is tough and the top difficulty setting is arguably even harder than the coin-op, the problem being there are only two characters available and both share the same moves — as you can imagine, there's not much scope for variation and so it gets boring quite quickly. Two-player mode is much better — all the characters can be selected and this is the way the game was meant to be played. However, the main problem still remains — the gameplay is nowhere near as deep as *SFII* and combos are virtually non-existent. The bouts become routine after a while and this does nothing for lastability.

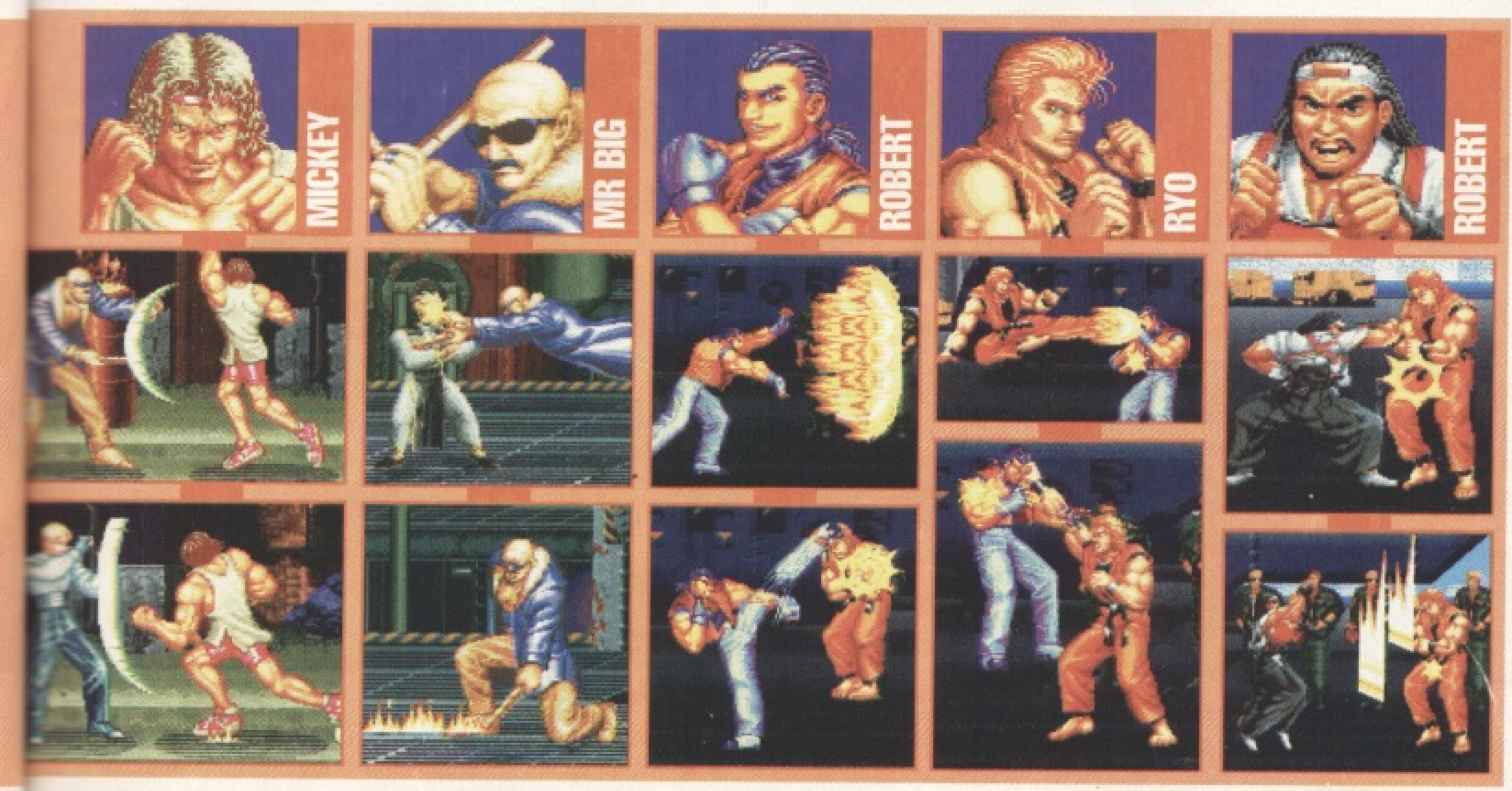
If you enjoyed the coin-op, you'll love this top-notch conversion which really captures the feel and look of its arcade parent. Unfortunately, because of the basic gameplay and irritating flaws, if you're after an *SFII Turbo* beater I'm afraid you'll have to look elsewhere.

79%



Above: though it's bloody annoying to lose, every continue sceen carries a handy tip for your next bout.

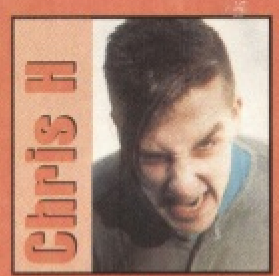

Right: in every beat-'em-up the fighters always perform the tricky task of a flying kick and *Art* follows the same old formulae.




Hey look it's Ken's throw! A dog can't learn new tricks but surely they could be a bit more original.


Hey look it's Ken's Dragon Punch! Maybe this dog can't learn any new tricks but it's great at copying!

'A fistful of dollops'



Street Fighter II. Entertaining. *Art Of Fighting*. Boring. *Street Fighter II*. Colourful. *Art Of Fighting*. Dishwater. *Street Fighter II*. Playable. *Art Of Fighting*. Play-doh. *Street Fighter II*. Quick. *Art Of Fighting*. Quicksand. *Street Fighter II*. Fun. *Art Of Fighting*. Fungus. *Street Fighter II*. Amazing. *Art Of Fighting*. Maize snack. Get the general idea? I don't like the game. Like an old friend turning up who never really was a friend and then has the audacity to borrow a favourite book. *Art Of Fighting* is something you'll want to shy away from. It's amazing how slow it handles and you can often win by constantly repeating a technique — fireball, fireball, fireball... The only decent elements are some of the moves — far more impressive than *Street Fighter*'s (Robert's lightning kick is most entertaining) but not particularly practical. Graphics are a watery mix of greying colours with erratic animation and lacklustre backgrounds. While brawling during the army scene I noticed the GIs in the distance flickering. I later realised this was supposed to simulate their clothes flapping in the helicopter draught but appeared more as a bug in the program. In fact it's so trashy I'm not going to say any more about it. Instead, I'll read an entertaining poster for a new invention to ease back pain. (Cough)... 'Poor posture is one of the most common causes of backache. When we sit without proper lower back support, the muscles that hold our back upright become tired and sore. 'Back-up' is the most effective product available to correct poor posture and eliminate back pain. By using simple body leverage it supports your spine, allowing you to relax comfortably while sitting perfectly uptight'. Makes you stop and think, doesn't it?

59%

strongest warriors on earth battle it out for... something to do, really.

An age-old tale of family feuding, bitter rivals, soap opera deaths and hefty community charge bills has resulted in the death of Ryo's father and the kidnapping of his sister. A master of Kyokugenryu karate, Ryo puts on his rescuing hat and wanders into South Town to find her. Robert Garcia has recieved similar training — an identical fighter (the old Ryu/Ken 'Anything you can do...' relationship), he offers to help look for Ryo's little sis.

There are three game modes to choose from. One Player vs. the Computer is a basic one-fight brawl with combatants of your choice, while Two Player vs. Two Player is the obligatory friend-against-friend match-up. Story Mode allows you to choose either Ryo or Robert to find Ryo's sister and defeat ten characters, each with unique combat attributes. Todo is a merciless Japanese fighter with a lethal move known as the layer of lumps.



In a perfect world you could deck waiters how Robert likes to. 'Hey, waiter there's a fly on my boot!'

Articulating artist

Jack Turner is a well-built trucker who breaks heads with a deadly drop kick. Lee Pai Long is a rock-hard martial arts master and director of a prison. King is a fast fighter with a great energy-zapping kick, while Mickey Rogers is a gangly chap with huge arms primed for punching. Not forgetting John Crawley whose war experience makes him oblivious to pain, and the fearless Mr ?, mysterious possessor of a great demon mask and a vicious fighting arsenal. The final fighter is Mr. Big, controller of South Town itself. He has all the answers as well as two big sticks, and doesn't hesitate in striking.

NOW YOU KNOW MY SECRET!
NO ONE KNOWS I'M A GIRL.

Yeah, well we do now and we're going to spread it around the whole playground. King is a girlie!

Special moves are executed as long as the 'spirit' gauge looks healthy — if it drops, special moves are very limp. This status bar depletes with each special move but is charged by pressing [X]. Charging leaves the player vulnerable, so it's only advisable when safe. The opponent's spirit can be reduced by 'razzing' — taunting which riles the enemy. Helpful hints appear between fights, and during Story Mode a bonus round appears at select intervals. Ranging from bottle cutting, ice smashing and super fire blowing, complete the task within a time limit — quick jabbing of buttons is highly beneficial.

Is this the conversion to topple *SFII*? Polish up your knuckleduster and hang on to your teeth — it's gonna be a bumpy ride...



Unlike *SFII* where you have to string attacks together, one press of a button and *Art* does the rest.

Final analysis



"Lacks any strategy and eventually becomes downight annoying. I prefer kippers. And ice cream."



"Surprising amount of lastability in the two-player game, though one-player is naff."

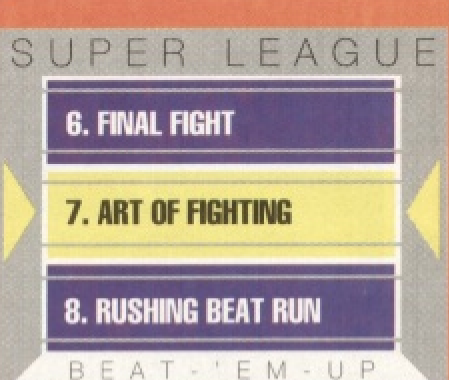


"Even the hilarious moves lose their appeal. Little skill is involved and that's a vital feature in a fighting game."

Final day score

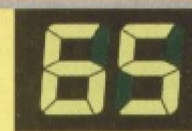
Simon — Level Six

FINISHED



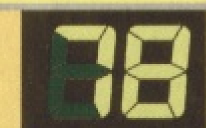
Despite great graphics and original moves, *AOF* can't compete with *Final Fight*'s playability but just pushes out *Rushing Beat Run*.

Sound



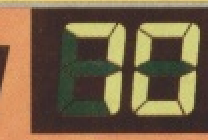
Pretty close to the arcade original but that was nothing special — could have been improved.

Graphics



Virtually arcade perfect — same colours, same animation — even the amazing zoom effect!

Playability



Plenty of special moves but combos are almost non-existent. Gets a little boring after a few days play.

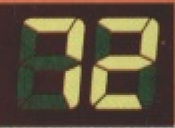
Lastability



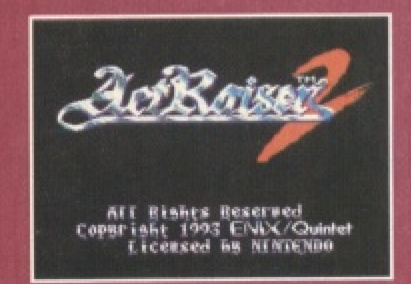
One-player mode is tough but because the lack of characters is restrictive.

Force factor

One-player is restrictive but two-player is fun. However, lacks the depth and speed of Turbo.




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Arcade

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What the makers say...

All-new areas filled with better graphics and music, sure to set your Super NES on fire!

■ Enix

Controls



Green	Attack
Yellow	Jump
Blue	Attack
Red	Jump
L	Nothing
R	Nothing

First impression



I can't get over those graphics, they'd put last year's arcade machines to shame.



From what I can see it's an outstanding remix of the brilliant first game.



Ankle boots, loin cloths, little wings... that cupid look is never out of style.

First day score

Simon Completed Act1



Actrai

Welcome to a world of mystery, magic and heroism, where times are troubled, danger lurks around every corner and strange things are afoot...

Okay, so you're probably reading this in the living room of your house, but let your imagination go — you *are* the mighty warrior-mage and true servant of The Master known as Actraiser. As you watched your mortal enemy Tanzra gasping out his death throes, his vanquished army of demons looked on and moaned in anguish. Finally, his heart ceased to beat and mists curled from his fallen form. From this evil smog rise dark, hooded figures, drawing themselves up to full and terrifying height. The Chosen Thirteen, Tanzra's mightiest demons, carry their dead lord back to hell. The people can live happily again for many thousands of years.

As the conquering hero you're armed with a massive, weighty sword and mystic knowledge entailing seven powerful spells.

Wouldn't you just know it, not content with sulking down in Hades, the Chosen Thirteen have combined to resurrect their evil overlord. He has returned for some more, sending forth five of the Chosen and swearing revenge on you, your people *and* your mother. His challenge is a sequence of seven perilous lands, each comprising two stages and played in similar arcade style to the original *Actraiser*. As the conquering hero you're armed with a massive, weighty sword and mystic knowledge entailing seven powerful spells.

Your sword and shield enable you to do several wicked combat manouevres. The sword can be used in upward, straightforward and crouching positions to different effect via the same joypad controls which defend using the shield if the attack button isn't pressed. From the pinnacle of your jump, you can float slowly to the ground, land normally, drop like a sack of skeletons or land with sword pointed beneath to impale waiting enemies. Alternately, pressing jump twice triggers a running hop then giant leap, making it easier to execute the above manouevres, plus mid-air slash and several mid-air only spells, not to mention reaching higher platforms.

Curtain raiser

You move between action stages in your Sky Palace, viewed from above while gliding over the map. Here, the Detector Angel provides information, Battle Angel carries you to the ground and the Recorder Angel plays a wooden pipe badly, just like in scho... um, tells you passwords.

The first land is a once-beautiful country, where a bizarre storm blighted the land and wasted everything fertile, including the good folks' will to live. Stage two was once an island, where the spiteful queen became jealous of The Master's power and gave a precious gift from him to the Demons. His anger transformed half the island into a turtle which now wanders the ocean, the other half resting Atlantis-like on the seabed.

Currants and actraisins

Modero was conquered by the demon 'Gluttony', who consumed all their food and caused widespread famine. Those starved have been brought back as Gules, undead creatures known to attack travellers and any immortal warriors who happen to be passing.

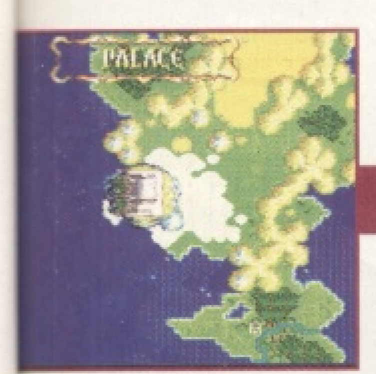
The small, mountainous place famed for its brave and fierce army was Demon 'Fury's target. It ▶

Aaaaarrrrrrrhhhhh! An underwater stage — perhaps this guy should have learned to swim!



It's big boss time, and this one certainly seems to have his eye(s) on you!

ser2



'See that cloud over there, that's your house that is.'

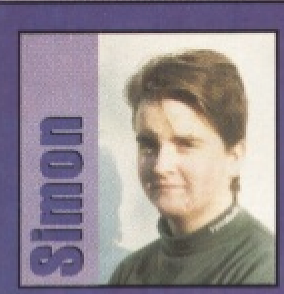


'Right, I'm off to kick some demon ass, have the dinner ready for when I get back!'



'Crikey! It's a bit on the chilly side! Forget this, I'm off home to a real gas fire!'

'Experts only need apply'



Aaaaaarrrrrhhhhh!! That's what I found myself shouting after only a few minutes playing *Actraiser 2*. It's one of the toughest games around and I love it!

Graphically, it reminds me of the old SNES classic *Super Ghouls and Ghosts*. It uses a similar colour palette to create the same highly-polished feel, and some of the levels are truly incredible — half the time you end up gawping at the scenery rather than killing baddies! *Actraiser 2* goes one better than that old classic, with amazing animation and a greater variety of levels and backgrounds. The map screen is also great albeit a little similar to the first game, using Mode 7 to zoom in and out as the player pleases. This time around the emphasis is more on platform action rather than building up an empire, so you lose the close-in view which was a big part of the first instalment's gameplay. Sound is easily as good as the original, if not better in places and really needs to be played in stereo to get the full effect. Spot effects are also topper, the slash of the hero's sword and the screams of dying baddies are particularly good.

Gameplay-wise, it's a strange one because of the steep difficulty setting. I found myself getting really hacked off and leaving the game, thinking I'd never play it again. However, when I'd had a few minutes to cool down, I went right back and tried again — it's so damn addictive! If you found the first game easy or really enjoyed *Super Ghouls and Ghosts*, you'll love this. If you're new to the SNES world or don't like a tough challenge, you'll find this way out of your depth — personally I love it!

89%



God this place is dusty — we'd like to know who the hell does the cleaning!



This oversized beetle gives you loads of grief, crush him as soon as possible.

WHAT A GIT!

***Actraiser 2*'s baddies are a right bunch of gits, but just how much of a git is a ghoul? Read on...**



Head Spitter: (GIT FACTOR 2/5) doesn't move but fires loads of fireballs.

Mutant Ant: (GIT FACTOR 3/5) runs along platforms, trying to kick you off.





Giant Spider: (GIT FACTOR 4/5) takes loads of hits and runs at you, draining energy.

Knife Thrower: (GIT FACTOR 2/5) the knives are deadly, but he's weak.





Mutant Cyclops: (GIT FACTOR 2/5) lethal when attacking though only takes one hit to kill.



Blob Spitter: (GIT FACTOR 2/5) moves along the ground spitting at you, easy to kill.

Mutant Worm: (GIT FACTOR 1/5) slow and only needs one hit. Don't even bother with them.





Snow Mutant: (GIT FACTOR 5/5) the toughest, coldest enemy around.



Ghoul: (GIT FACTOR 4/5) fast and deadly, kill them as soon as possible or else.

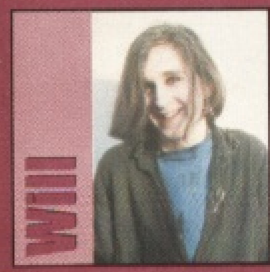


Above: movement is severely limited when you're forced to progress underwater.



Right: as the platform moves down, squeeze past the spikes, thank God for Slimfast!

'Actraised to the ground'



Jesus! *Jeeezus!* How good are the damn playtesters at Enix? Was it some sort of joke idea to make the sequel to a best-selling God sim, where you have to be a minor deity already to complete it? I'm not laughing, Simon's not either. Well, he looks really horrible when he laughs now cos he's got cracked stumps for teeth after chewing through twelve official Nintendo joypads in frustration, while we played *Actraiser 2* for review.

They've taken out the bit I enjoyed most about the original *Actraiser* — the user-friendly strategy section where being God was easy, and so was the rest. For the sequel, you've got a revamped version of the platform hack-'n'-slash sections with new, mind-blowing graphics and a difficulty curve of ninety degrees. The unfeasibly arcade-esque monsters appear in such relentless streams and so fast that even with all the new magic and all the new moves we couldn't last more than five minutes a go. The only way to survive is to pick a level and keep at it until you know exactly where the creatures are going to come from and can get in place before they're on screen.

The Shrewsbury games guru managed to actually complete *one* stage by the end of it, I think I got about halfway into mine before I could take it no longer. Dying so many times so quickly is frustrating beyond belief, it does create a short 'one more go' lastability, but that don't last long in the face of such opposition. I hate to say it, and it's a waste of such perfect graphics, flawless presentation and epic sounds, but *Actraiser 2* is just too frustratingly difficult to be playable.

60%

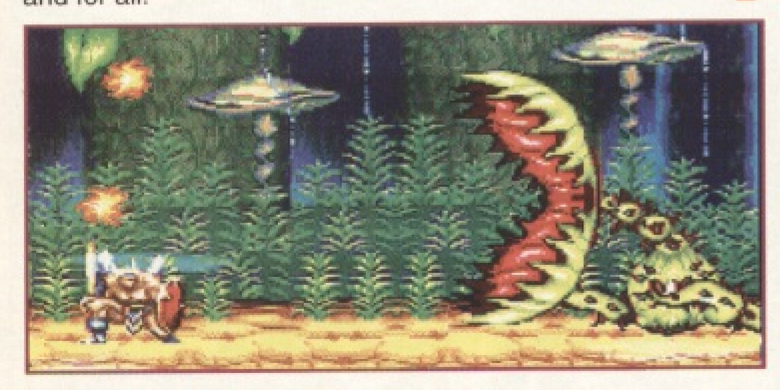
reactivated the local volcano and covered the land with lava, rendering it useless. The noble warriors turned to petty skirmishing with neighbours, and now wage war on Favorian.

Lample City was lead by a benevolent king, known as a great believer in The Master and a strong leader to boot. Then 'Deception' hit town and the people ceased their daily worship, becoming self-obsessed with petty and lustful desires until the place was loveless and covered in ice; stage five.

Stage six was never rich, a country called Gratis whose people lived modestly and always thanked The Master. Their King Kolunikus (known as 'Major' to some) raised taxes to ridiculous levels and threw those who couldn't pay into the dungeons, where he sacrificed them to the Demon 'Greed', exchanging human souls for pieces of gold.

The final level was a land where the people had always ignored The Master's gifts and built miles of polluting factories and land-raping machines. The Demon 'Destruction' conspires with these technological wizards in their utter arrogance, aiding them in constructing a tower to reach The Master.

Hit points on a full eight, magic at the same, one eye on the enemy life meter and time limit and broadsword firmly in hand, it's time to find Tanzra and nail the undead fiend once and for all!





Above: FEED ME! This oversized pot-plant stops at nothing to make you lunch. Shame you've already had tea.

Left: after an immense battle, the demon can take no more and cracks under the pressure.

BAD ACTING!

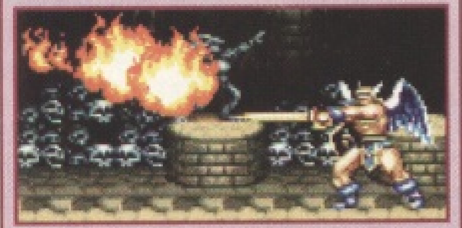
Our hero is no Robert De Niro in the acting stakes but he has some tasty power-ups...



Flying fireball: ideal for counter attacking airborne foes.



Ground thunder: extremely powerful, kills anything in close range.



Flame: engulfs all enemies directly in front of you.



Condover dive: falling on top of someone has never been so deadly.



Plasma bombs: excellent for taking out sneaky foes hiding behind walls.



Air thunder: sends four powerful sonic attacks in all directions causing mass destruction.

Final analysis



"Graphics maketh not the game. It's a challenge, plenty of gameplay and a load more challenge!"



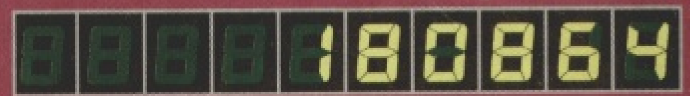
"Boo Hiss! Sacrificing the strategy for spectacular visuals leaves you with an uninspired slasher."



"Wield that sword! Cast that spell! Croak within seconds! It's bloody tough, to be blunt."

Final day score

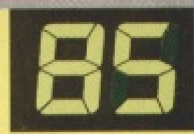
Simon — Three Stages Complete





This one went to a vote, with the majority saying *G&G* has the edge, so *Actraiser 2* flops dejectedly into number two.

Sound



The music is amazing and really helps set the atmosphere, spot effects are also pretty groovy.

Graphics



Very similar to Ghouls & Ghosts but better. Excellent animation and the overall look is very polished.

Playability



A very steep difficulty level may put some people off. However, it's easy to get into and control.

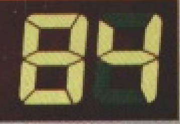
Lastability



Each level has at least three sections. The difficulty level means there's plenty to keep you occupied.

Force factor

An excellent game, great graphics and sound but the extremely tough difficuly setting could be too much.



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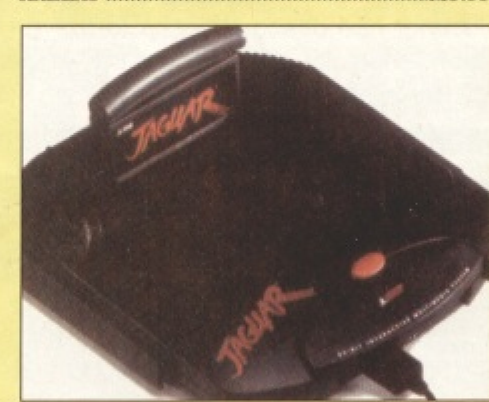
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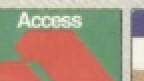
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Beat-'em-up

Producer .... *Takara*
Supplier .... *Zap Games (0532) 590077*
Price *£79.99*
Status .... *Japanese Import*

Players *2*
Lives *1*
Continues .... *Infinite*
Extras ..... *8 Difficulty Settings*

What the makers say...

A true battle of heroes — fight it out in the ultimate tournament to decide who is the World Fighting Champion in the *ultimate* beat-'em-up.
■ Takara

Controls



Button	Action
Green	Low Punch
Yellow	Low Kick
Purple	High Punch
Red	High Kick
L	L Attack
R	E Attack

First impression


That fat bloke in the suit should be that proud of his anal emissions.


I thought this was supposed to be good, it looks a right loada crap.


Chop-socky? Looks more like crap-sicky if you ask me.

First day score

Simon — Level Four

FINISHED

Fatal Fu

All the discipline of the martial arts, the lifelong dedication and a fat guy with a whiffy botty — it all adds up to big trouble...

In the first *Fatal Fury*, Andy and Terry Bogard were out for revenge. This large and evil Underworld Boss called Geese (?!!) Howard murdered their father and set himself up as world fighting champion, holding an annual tournament for any would-be challengers. Andrew and Tezzer jumped at the chance of avenging their old man, and entered the tournament along with their kick-boxing mate Joe Higashi. Naturally, they won and smeared his silly, bird-named butt across the ring and into jail.

It all sounds horribly familiar. It would inevitably be classed as an *SFII* clone but for one unique feature...

No sooner had peace returned to the streets than a new and doubly-evil bloke appeared on the scene, known only as the Dark Kaiser. A giant, with tree trunk arms, a dynamo torso and long, flowing, girly lavender-coloured hair. As can be expected, people took the mick out of this macho meathead with such delicate, refined hair and he beat every one of them to a pulp. Soon he was world fighting champion and challenged anyone to come and insult his hair and he'd batter them, too.

Three's company...

Andy, Terry and Joe had been celebrating their victory and while crawling between public houses, had the misfortune to totter past the Dark Kaiser as he lounged under a lamp post, looking hard. They fell about laughing until tears streamed from their eyes and Joe nearly wet himself. The Kaiser wouldn't lower himself to crush these three feeble drunks, so he entered them in the contest instead.

Sobering up remarkably, the tearaway trio find themselves fighting again this year, alongside a bunch of barking mad folks who'd suffered similar ill-timed laughing fits. There's a resilient judo geriatric, a tai-kwan-do genius, a money-grabbing mauler, an enchanting ninja maid and a bone-crushing beast. After that little lot, four intimidating bosses (what a surprise!) lurk on the horizon — a bloodthirsty matador called Laurence Blood, an iron-knuckled pugilist known as Axel Hawk, a vengeful, pole pounding British skinhead under the monicker of Billy Kane and the dreaded Dark Kaiser himself, Wolfgang Krauser (clad in red semi-military uniform, for some obscure reason).

...and 12's a crowd!

The game's a one-on-one beat-'em-up consisting of a best-of-three match against each opponent. Ninety second time limit is optional, and all aptitudes are catered for within the eight difficulty settings, imaginatively named one to eight. Combat takes place in one of 12 horizontally-scrolling locations roughly a-screen-and-a-half in length and including two US stages, two Japanese, two British, Italy, Germany and Australia. All sounds horribly familiar, it would inevitably get classed as a clone but for the one feature that stands out from the plethora of *SFII* clones. The fighters can not only jump left and right in standard 2D fashion, but can also jump in and out of the foreground, enabling cunning players to get ▶





Can you spot the difference? One of the few nice touches is the time of day. If the fight is lengthy, day turns to night.



The backgrounds are often more impressive than the fighters. Unfortunately, the lavish juggernaut is ruined by the scrolling.

ry 2





Quite out of the blue drops this *SFII*-style bonus round where the object is to break concrete posts which fall from the sky.

FATAL ATTRACTIONS

Yes, Glenn Close and Michael Douglas can be pitted against each other in a fight to the death! And there's a further eight characters to select from too...



'IFFFFFTTBCUL III Hyper-Fighting!'



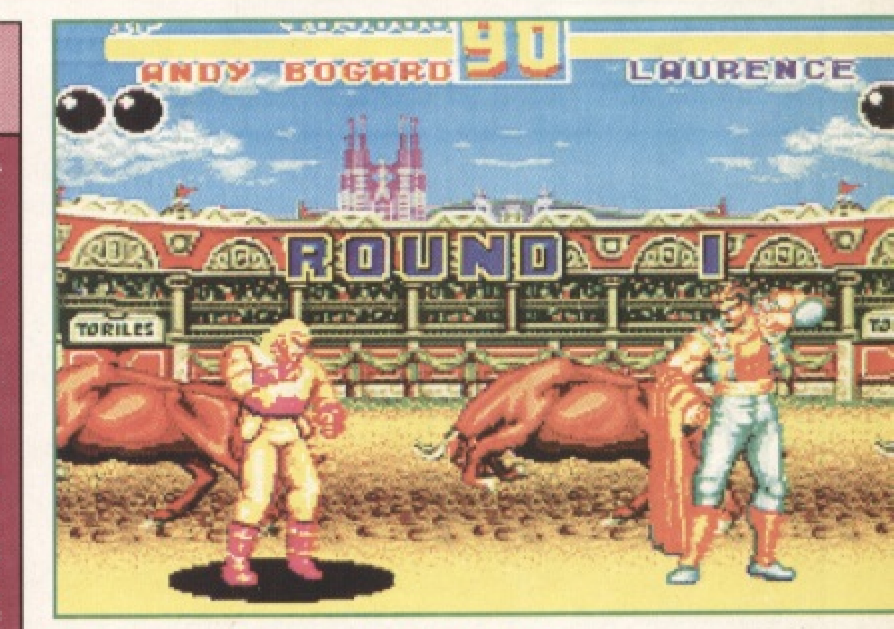
Immortal, Fatal, Final, Furiously Fighting Frenzied Tuff Tournament Battler Combat-U-Like, I'm gonna program it and it's going to be an unapologetic bandwagon jumper. It's going to have eight characters and four bosses, stretchy limbs, death moves and one fast but weak girl, it's...

Sorry, I don't know what came over me. Must be the full moon, or something. Or it could be the steady diet of two-player beat-'em-ups with eight characters and four bosses, stretchy limbs, death moves and one fast but weak girl... I really am sorry, I just can't seem to stop.

Two things that make this different from the game I'm going to make (it's actually already out, but in several different carts, mine's gonna be *Mario All-Stars*-type compilation). One: The characters are infinitely funnier, that little fat guys wafts his hand over his ass as a ridiculous taunt, and the girl punches the air and her chest goes... well, imagine two rubber tennis balls on invisible bungee rope. Two: the irritating habit it has of jumping between the foreground and backdrop and preventing me from pulling off any decent special moves as my character follows involuntarily. Probably a great feature on Neo-Geo, but here it doesn't work for me.

The rest of the game? You know what it's like. Plays like all the other SNES fighting carts, like *Turbo* without the superlative responsiveness and combos, or *Tournament Fighters* without the groovy special attacks. No need to read the manual — a few Flash Kicks, couple o' Dragon Punches, some Sonic Booms and vertical cannonballs and you've got every character's moves sussed. Nothing exciting, nothing new, nothing done any better than the clutch of similar carts you've already seen. And £80 on import? Laugh — I nearly became Cackling Dwarf Bruford.

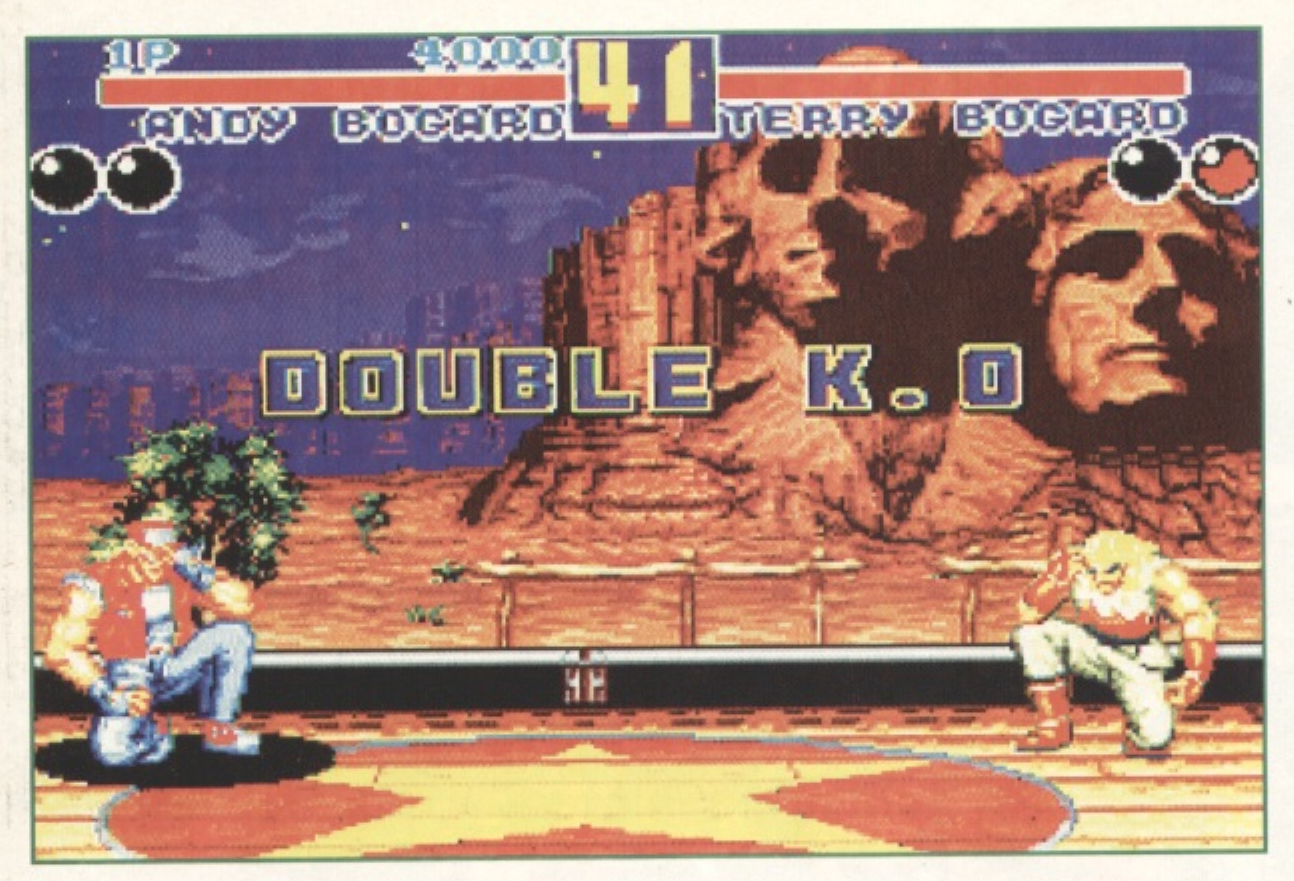
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Above: of all the places to have a fight! Andy tackles one of the bosses in a bullring!

Left: damn! That's another flippin' game of marbles lost to a bloke in pyjamas.

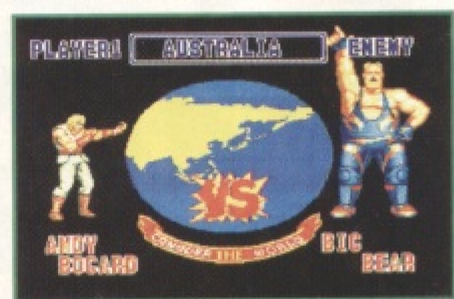


past their opponent without risking injury, and providing alternative evasive action to blocking.

The Champion Battle mode is your traditional one-player job where you face all the other characters and the bosses. 'Vs Mode' two-player is cunningly disguised as *Street Battle*. The third and final mode of play is the *Battle Royal*, where two players face off in a series of matches, by the end of which they've used every character once. Player one chooses his character, player two gets the choice of all the rest, they fight, player one gets the choice of all characters minus the one he's used, as does player two, they fight… ad infinitum.

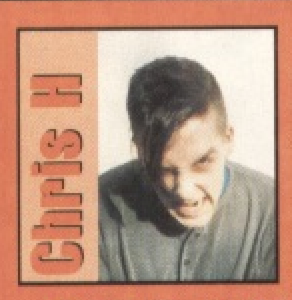
Fireballs, projectile fans, energy balls and pizza-like objects, fast limb manoeuvres, belly flops, fat characters, Thai boxing characters, thin ones and bosses and a fast girlie, *Fatal Fury 2* has got the lot, it truly is the Battle Of Destiny. Thing is, with *Tournament Fighters*, *Tuff E Nuff* and the legendary *Turbo* all doing the rounds at the moment, is there room at the top for another two-player beat-'em-up?

Heads are clutched and noses are comforted as another hard battle results in an unsatisfying draw. In a real situation you wouldn't wait for round three, you'd get up and fight!



The selection screen shows the characters perform some ludicrous poses. They shout, punch the air and even wobble their chests.

'As Fatal as a balloon'



I can't believe it! There's a pair of bouncing tits in this! And I'm not talking about another one of my lucid dreams! You know the story with Nintendo and blood, but when it comes to girls showing their wares and wobbling here and there they turn a blind eye. Unfortunately, (and this is where I'm going to sound sexist) Mai Shiranui's boobs are the only interest in the game. And it's not just me, everyone who had a go retorted 'what a crap game… nice pair though.'

Originality is all but dead these days and the combination moves here bear a striking resemblance to *SFII*'s Fireballs and Dragon Punches. Even the characters can be matched to The World Warriors, along with the calling cries like 'hadoken', though what inspired Andy Bogard's 'Heineken' is anyone's guess… Heineken I s'pose.

I've never been able to work out why game fighters' shadows are always circular. Okay, if we're talking about Mr. Sphere from Circle Land you'd expect the shading to be disc-like but for a moving person? The *FF2* characters suffer greater in that their shadows flicker. Maybe a hidden sprite is turning an overhead lamp on and off for a laugh. Now let's move onto the music. In a line of five words… the music is the plops. The tinny, plinky ditties are like those on a 1980s Casio keyboard where the electric guitar sound was similar to the orchestral sound, and the piano sound for that matter.

The time has come for a summary as the popular show *Through The Keyhole* favours.

Lloyd Grossman: First, let's take a look at the evidence: the dull unoriginality, the silly shadows, the plonk tunes, the knockers on the selection screen — who would buy a game like this? David, it's over to you…

After quarter of an hour discussion involving Willie Rushton and other out of work 'celebs' the panel come to a conclusion…

The panel: We think a fan of the genre would buy this but they'd later regret it.

David Frost: Well… (pause)… you're… (teasing, longer pause) absolutely right!

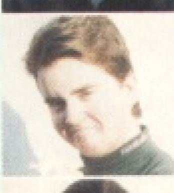
Willie Rushton: Can I tell a really unfunny joke while poking my beard?

62%

Final analysis



The fat bloke's cool, but the game stinks. Don't be fooled into thinking it's anywhere near *Turbo*.



Beat-'em-up? Beetroot more like. A pale plimsol compared to *SFII*'s mighty boot.



Dull, slow, crappy, unadictive pale imitation of top tack *Turbo*. Need I say more?

Final day score

Simon — Level Four

FINISHED



Fatal Fury 2 scrapes in by the skin of its broken teeth, knocking *Super Double Dragon* flat on its ass and out of the charts.

Sound



Randomly blowing notes on a trumpet would result in better sound.

Graphics



The sprites and backgrounds are arcade perfect. Shame about the poor parallax and jerky scrolling.

Playability



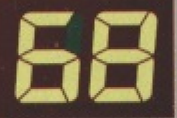
Admittedly you keep playing until reaching the end but considering the difficulty this won't be long.

Lastability

61

Like many a game FF2's strong point is the two-player option but this will only drive your friends away.

Force factor



Jumping on bandwagons is all very well but the majority fall off and get run over by the wheels.

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Shoot-'em-up

Producer........Interplay
Supplier........Zap Games (0532) 590077
Price........£49.99
Status........American Import

Players........1
Lives........5
Continues........Infinite
Extras........Password System

What the makers say...

A strapping 16-meg of high-octane blasting... the two greatest cyborgs of all time face off in the greatest battle in sci-fi history.
■ Interplay

Controls



	Fire
	Jump/Fire Weapon
	Nothing
	Select Weapon
L	Spin Plane Left
R	Spin Plane Righ

First impression


Very poor graphics and extremely slow gameplay are instantly off-putting.


Big guns, bigger robots and chicks — a perfect SNES recipe.


Graphics look dull compared to other versions, but the sounds are wicked.

First day score

Simon — Level Four

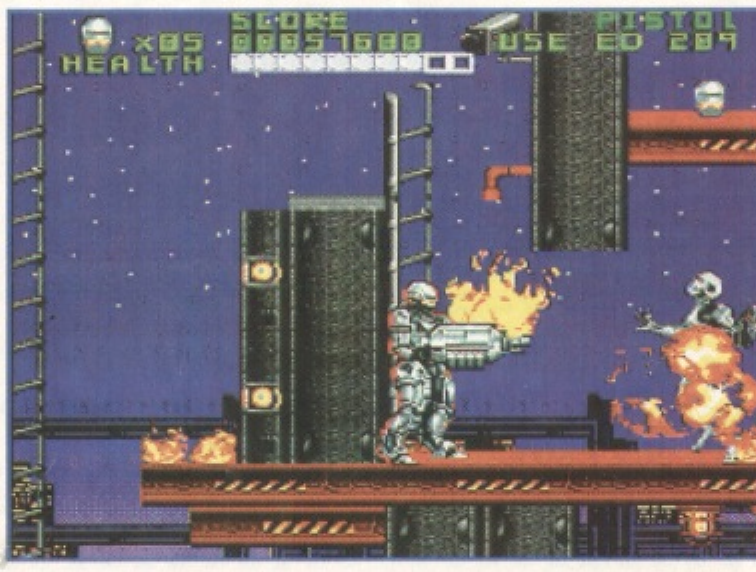
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RoboCop VS Termina

Earth, sometime in the future — the very near future. The planet has become a battleground, the winner of this crucial combat decides the fate of all mankind...

OCP. The mega-corporation of the future. They control the police, construction industry — everything. Little do they know, they also hold the key to mankind's very existence. OCP's subsidiary special department known as Cyberdyne Systems just won the prestigious contract to design the Skynet defence system for the Strategic Air Command and the National Organisation of Regional Air Defense (SAC-NORAD). The easiest approach is to model the new world-wide defense project on the modified neurons of the only succesful hybrid between human central nervous system and a computer, namely their past star project — Robocop.

A crack commando goes back in time to assasinate the abomination that started it all, that cyborg cop Murphy



I am the God of Hell-fire, and I bring you... ED 209's arm upon a silver platter. Mixed sci-fi, mixed misquotes and metaphors!

So Robocop becomes the unwitting spark for the flames of destruction that sweep the earth when, after many years of faithful service, Skynet becomes self-aware and takes out the bulk of humanity in one fell swoop — no opposition. Only a few scattered pockets of rebellious humans survive, and send one of their number, a crack female commando known as Flo back in time to assassinate the abomination that started it all namely the cyborg cop called Murphy.

Protect the innocent...

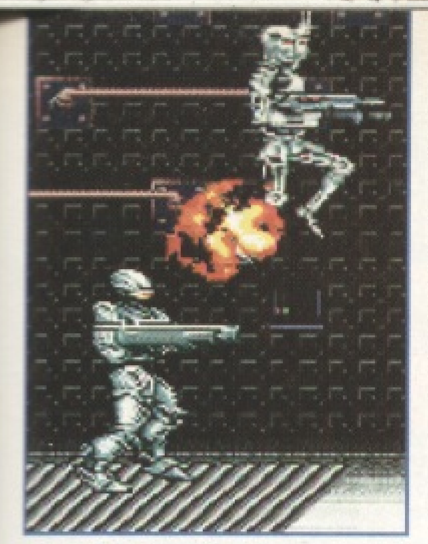
Skynet mobilises squads of Terminators to tail her and ensure Robocop's succesful integration with the OCP computer in a complicated multi-time zone storyline based on the Dark Horse comic of the same name. After a few skirmishes the Terminators win out (unknown to Robo) and he merges with the computer, which turns out to be a Skynet trap sent from the future. His persona is translated into a stream of data and sucked into the mainframe, his titanium physical body destroyed for safe measure. Machines take over. Years later Murphy bursts from a Terminator Generation Chamber, having spent decades crackling around the computer as a virus-like electric pulse before rebuilding his body from the future technology's Terminator parts and scraps of bio-engineered tissue and emerging to take his revenge and finally destroy Skynet.

Uphold the Law...

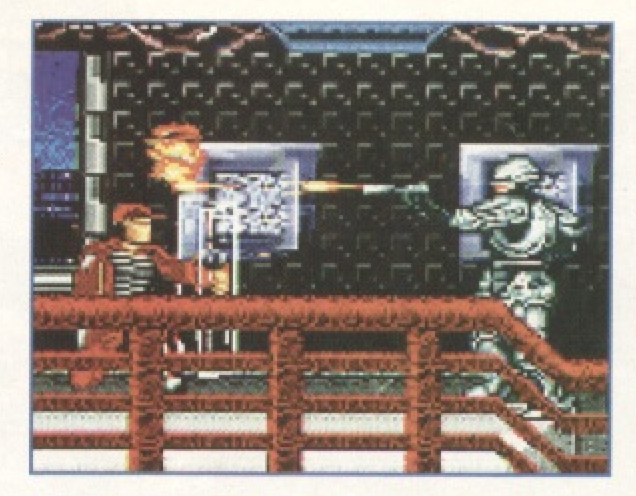
Gameplay is standard platform blasting of the type any budding SNES cyberpunk will already be intimate, although brought up to futuristic standard as Robocop fights to complete his two objectives on all twelve levels: Destroy All Enemies and Locate The Exit. Between stages he gets a chance to recharge, so you never begin a level with an excuse for croaking on the first villain. The carnage erupts in the crumbling back-alleys of old Detroit, soon spilling into the more reputable areas of town, the Delta City building yard and the plush OCP headquarters. Murphy battles it out across time itself to the wrecked streets of the future, ending up at Skynet's main office and the treacherous Terminator Generation Chambers.

Serve the Public Trust...

Over these locations he has the opportunity to upgrade to eight weapons (starting with the regulation issue .57 calibre OCP pistol) via collectable icons with unlimited ammo thrown in, often hidden in secret sections, behind false walls or destructible crates and guarded by waves of opposition. Between ED 209's arm-mounted Gatling gun (must be shot off him first!), an LOS or Line Of Sight missile ▶



Left: how dumb are these machines? Get behind 'em and they don't know how to react to a rocket in the ass.



tor



Above: the government sent in police. One titanium-plated troublemaker was caught on film...

Left: dramatic agony pose number four, modelled here by Robocop as he breaks iron girders.

'Full Metal Lasagne!?!'



WILL

How do robots get fat? When your legs are titanium, what do you eat to make them bigger? Chrome-frosted fresh grease cakes? Oil-saturated sheet-metal lasagne?

Oh yeah, Robocop eats babyfood — well he must have gobbled barrels of the stuff to get to the size he is now, from a lean, mean, killing machine on Sega just two months ago to a chunky, slow-moving dinosaur on SNES today! He's even lost his sexy metallic gleam in favour of cartoon shading — I warn you now, stay off the *Cow & Gate*, and beware *Milupa!*

Honest, he's a fat b... b-bucket of bolts on SNES, he hasn't even got the Sega version's graphics for appeal. Misguided they may be, but no Sega owners were fooled by the glitzy look of their game, they saw through it to the run-of-the-mill platformer lurking beneath. Walk a bit, shoot a bit, get a bigger gun, shoot less. It's simple in the extreme and nothing too irritating, frustrating or mentally taxing at all, really. While your brain sleeps, your reflexes take a real workout at the hands of the endless stream of enemies, and it may be worth waking up a few synapses to remember ahead of time when a giant chain gun appears, because that's the only way to get past them. That's the limit of this cart's strategic challenge, the rest is just mindless blasting with satisfyingly solid spot FX. Nowt wrong with that, can't fault it, fair play to it, like... and other such approving yet not over-excited phrases. Your move, sheep.

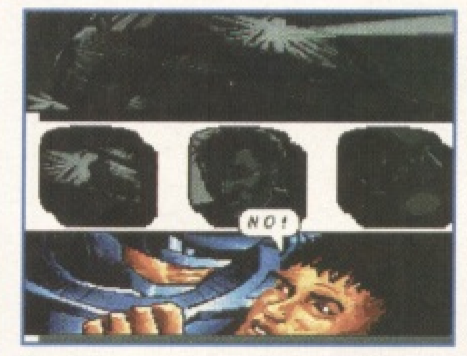
70%



Above: no sampled speech, what a cop out! The unnervingly silent ED 209 drops his weapons before losing his head.



Right: surprise! He walks right into it again, the old chain-gun-in-the-floor gag is a classic party icebreaker.





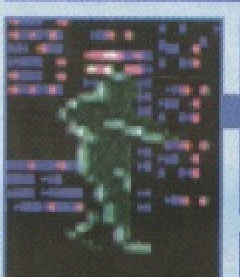
Above: between levels you're served up passable renditions of pages from the legendary Dark Horse comic, explaining the action as the plot unfolds.

FUTURE FOES

Today's thugs are scum for sure, but tomorrow's hooligans are a different breed of psycho...



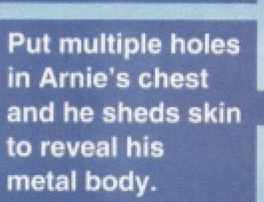
This sneaky coward hides behind a wall, then pops out and fills you full of lead. Long-haired Will-type, huh!



Another yellow pussy, who's really a grey lemming, lobs powerful grenades.



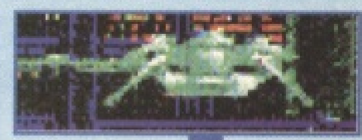
Put multiple holes in Arnie's chest and he sheds skin to reveal his metal body.



No! It's not a bubble car on legs, it's Evan Dando 209, famous indie-pop front man making his first SNES cameo.



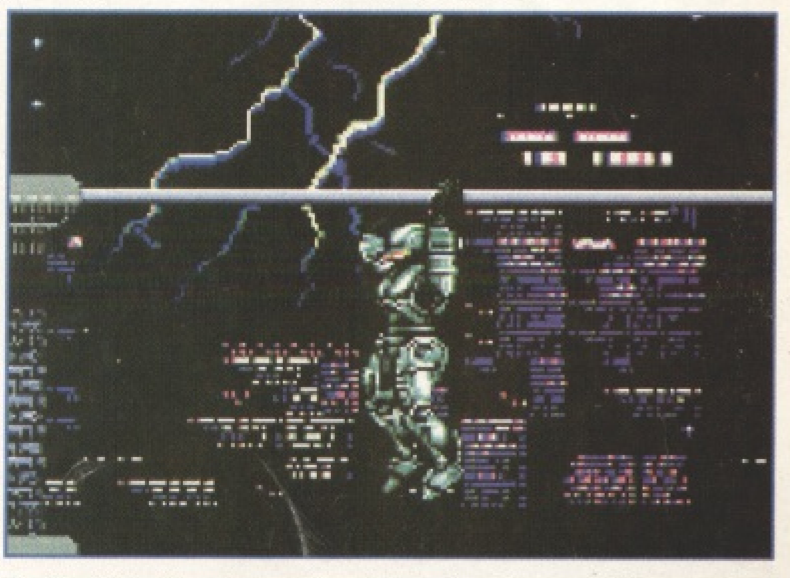
A babe in a catsuit who follows you almost everywhere.



Road Safety — look before you leap in case of wire-riding spiders.



It's Game Over, man! That smug grin just begs you to press [START] and have another go at wiping it off.



On the highwire, dressed in a leotard... there wobbles one hell of a heavy robot cop, and a lovely view of Detroit by night.

BOLT ON GOODIES!

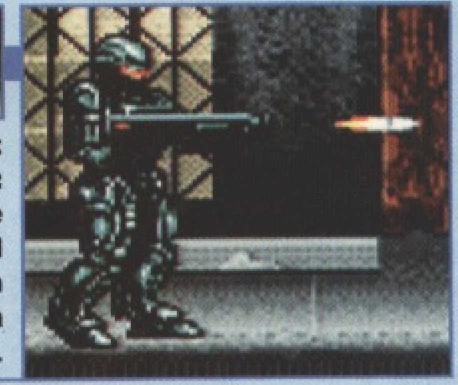
A strange expression which apparently means the guns, icons and peripherals in the Robocop survival kit. Here's a quick glance at the goodies in question...



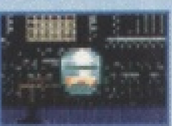

ED 209's arm gun: connect this for the mother of all heavy weapons.



Laser pistol: great for quick blasting although very weak.

Rocket launcher: increase range and power with this mega blaster.



Robo head: this gives either temporary invincibility or an extra life.



Smart Bomb: appear from wreckage killing everything on screen.



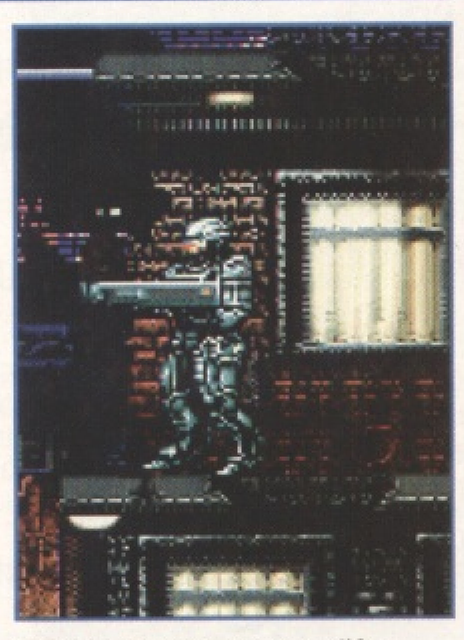
Bolt-on energy: a life saver and luckily easy to grab from enemy bodies.

launcher, plasma rifle, laser gun, guided missile launcher and combo weapon of plasma rifle and 20mm grenade launcher, Robocop has the chance to pack a lot more than .22. Other icons abound, although usually hidden in similarly devious ways to the guns, and include smart bombs, extra lives and energy in one-point or full-bar doses from Life Boosters.

...Waste that T-800!

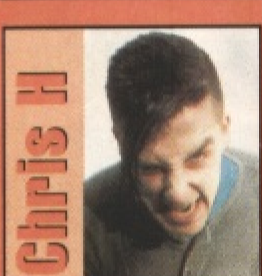
The scenery comes alive as you interact with backdrop features like overhead wires, some of which can be grabbed onto and used as tightropes — others can't, it's trial and error time. Watch out for the construction site's loose girders and the machine-controlled future's homing Terminators and watchful spider droids, bristling with throwing bombs. Apart from the general grunts, low-life and thugs lurking behind every crate and girder, you also face an increasing number of T-800 Terminators, twenty of which must be dispatched on the penultimate plane-piloting level ending up outside Skynet's main computer for the final battle.

It's your move, creep — Serve the Public Trust, Protect the Innocent, Uphold the Law, forget all that. Mangle Terminators and save mankind or there will be... trouble!



The first level has an extra life hidden to the left, over many broken roof platforms and novelty exploding crates.

'Kramer vs. Kramer'



Trust *Robocop* to ruin my theory. See, I had this flawless thesis that all policeman had some form of facial hair, generally moustaches. Next time you see a bobby getting heckled or beaten in just see if he has a beard/moustache — nine times out of ten they do! Of course, Robocop has no sight of hair, not even on his domed helmet but there again he is only a fictional law enforcer — just like our boys in blue really!

This Dark Horse battle is a great match-up, you have one of the best loved sci-fi characters against one of the best loved sci-fi characters! Not that I could be patient enough to stick around for any Terms', the first level has as much fizz as lime cordial. Rob's slow articulation and cumbersome cardboard animation leads to all kinds off problems. Bad guys hide behind corrers and try to surprise Rob, the trouble is he can stand right by them, they jump out and miss, firing as if he's 100 yards away. This glitch is one of many cock-ups which dismiss any sense of realism in play. Since when has Robocop become such a fussy queen? Walk into a bit of fire and the guy loses energy — he's metallic for bolt's sake, surely his two inch thick iron soles could tread over flames with ease, hell, a pair of moonboots can (don't ask how I know)! What's double depressing about fire is it acts like a solid object — Robo bounces off usually falling down a gap he's just cleared. In my experience, stick your hand into a fire (don't try this at home, kids) it gets scorched, it doesn't rebound! *Robocop vs. Terminator*? — yeah right. *Kramer vs. Kramer* more like.

40%

Final analysis



"Extremely boring and slow gameplay means that prolonged play is seriously limited."



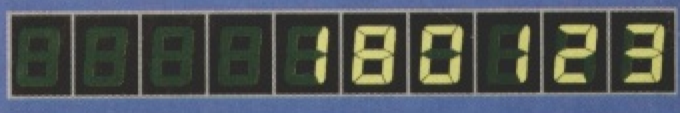
"Still looks good! Okay, it's slow and clumsy, but there's plenty to shoot. Long live seafood!"

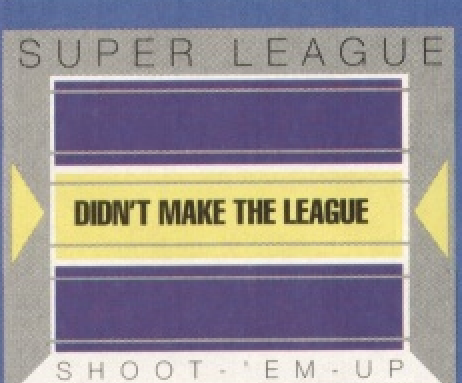


"Big on weaponry, short on originality. As playable as a game this uncomplicated can be."

Final day score

Chris H — Level Six





Despite good breeding, Robo's flat feet failed to get a foothold, slipping away into oblivion.

Sound



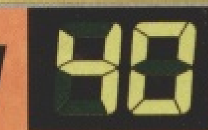
Futuristic as Super Star Wars, great lasers and loud metallic chinks, slightly lame tunes.

Graphics



Bad attempt at comic art on both sprites and backdrops, a cop out after the shiny MD robo.

Playability



Slow and solid, exactly the same as Ocean's stream of Robocop licenses on the 8-bit computers.

Lastability

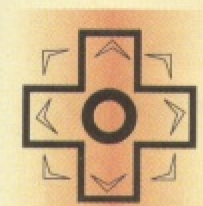


There's a fair bit to it, but unless you are Will Evans you'll be bored in minutes.

Force factor

Fun for a while but ultimately unsatisfying license — considering its pedigree, a sad waste.





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Platform

Producer........Mindscape
Supplier........Mindscape

Price........£49.99
Status........Official UK release

Players........1
Lives........1-5
Continues........3
Extras........Password

What the makers say...

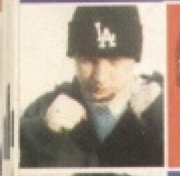
You'll be egg-static over this egg-cellent platformer — we're not eggxaggerating! Don't be a dumb cluck — get *Alfred* today.
■ Mindscape

Controls



Green button	Shoot
Yellow button	Jump
Purple button	Jump
Red button	Shoot
L	Nothing
R	Nothing

First impression



"Anyone who uses the 'fowl' pun will be terminated — slow and annoying."



"Chicken nuggets! What a weak attack this chicken has. All very average."

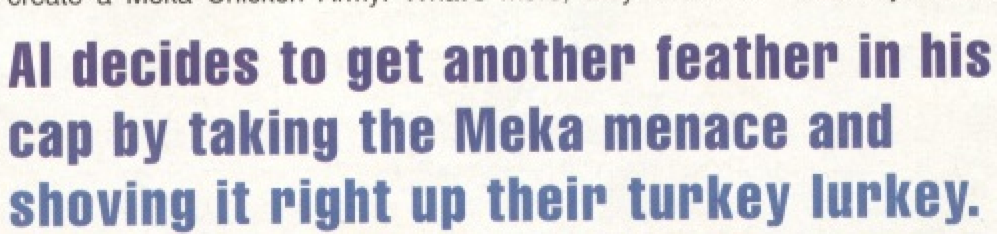


"Bloody con. He doesn't look anything like cheese."

First day score

Chris H Level 6

LEVEL 6



Alfred's no ordinary chicken — most fowl don't have to deal with homicidal snails or crazy clockwork mice. Then again, this chicken's a bit like cheese...

Alfred is a respectable name, the kind of monicker you expect of an old war hero or the servant of Batman. But in a world of crazed cartoon characters the one which stands out most is the dopey looking Alfred Chicken. With a podgy red stomach and psychotic staring eyes, Al's a breed apart from the poor blighters residing in coops or supermarket freezers. Alfred has a friend, Mr. Peckles — a gangly hardi-perennial resembling the plastic flowers which bop to music. Peckles may be a sweet-smelling bud but his hobbies include constructing special radios for eavesdropping on unsuspecting people. While twiddling the techno knobs he stumbles upon an alien broadcast — it's none other than the Meka chickens plotting the downfall of the universe. According to the broadcast, they have Advanced Meka technology and are using stolen eggs to incubate and create a Meka Chicken Army. What's more, they intend to destroy darling Alfred who's been known to interfere with their plans in the past. Rather than watch his pal die at the Meka's hands... er... feet, Peckles warns Alfred that his goose may just about be cooked.

Al decides to get another feather in his cap by taking the Meka menace and shoving it right up their turkey lurkey.



You pay for Peckle's ludicrous phone bill and what happens? He rewards you with a watering can! Goddam cheap skate.

Rather than get a good stuffin', Al decides to get another feather in his cap by taking the Meka menace and shoving it right up their turkey lurkey.

Chicken Licken

Using Alfred's nimble chicken physique, collect various doobreys over hazard-filled platform levels in a bid to reach the chief Meka Chicken and thwart his fanatical plans. Alf's weak build means he can only take one hit before exploding in a plume of feathers, so don't rely on an energy bar to get past tricky situations. Al can take solace in the many re-start points in the form of balloons, encouraging progress once triggered. With no hands and a pair of legs only good for standing on, Alfred's only ground ▶



Alfred values the feathers on his butt and this whirling blade is a certified threat. Jump on the cans to reach the top.



Unimpressed with T.V's 3D week not so long ago? This is what it should really be — surfing on sound!

Chicken



Platforms, a door, a large ladybird, a... that's ridiculous! A door with lightbulbs around it!



So this is whose house it is — a really big baddy! Why is he looking so angry?

'Eggier than egg sandwiches'



Jon

I don't mind Alfred — a chicken with ambition is fine by me. Look at other unlikely SNES heroes: Yoshi, his plumber mate Mario, Mr Nutz... the list is endless. So why not a chicken? Well, *Alfred* suffers from an affliction all too common in consoledom — a distinct lack of playability. Great attention has been paid to his public profile, and the Game Boy adventure is one of the most enjoyable hand-held carts around. What went wrong? *AC* looks like a NES game, with basic, functional graphics, and though there is smooth parallax scrolling on later levels, they never rise above average.

Sound is more of the same. Minimal effects are fine (look at the top quality *Flashback*), but when the sparse sounds are poor there's no excuse. The attack method is, while simple to execute, very difficult to master, as an inaccurate dive — out by scant millimetres — can easily result in death. This could be seen as adding extra challenge, but is actually just plain infuriating.

These quibbles aside, Chris Hayward spent the best part of a week trying to complete it and the puzzles are well thought out. It has that 'I'm not going to let any damned pillowcase-stuffing clad warrior bird beat me!' appeal, but unfortunately, that's about it. It's infuriating, frustrating and annoying but in the end I still went back for another go, and, whatever the reason, that's what counts.

75%





Above: nothing's more pleasant than a tranquil wood, especially when there's a gigantic tap with running water just hovering in the air.

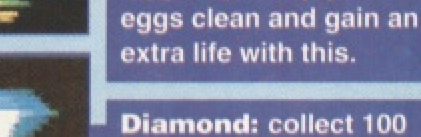
Left: Alfred turns his back for just a second and all hell breaks loose. Fortunately, he just missed an exploding bomb — lucky chick.

IN THE COOP

In this world of broody hens lie objects beyond the comprehension of regular chickens. Here's an in-your-beak list of items of importance...



Robot: a bucket of bolts with the tendency to explode.



Egg cup: keep your eggs clean and gain an extra life with this.



Diamond: collect 100 for an extra life.

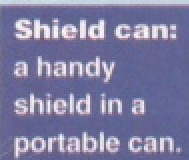


Jam: Robinson's gone lunatic. Enables Al to lob pellets.



Firing snail: his home is a reinforced cannon. Avoid.

Switch: switches do all kinds of things. Peck it and see.



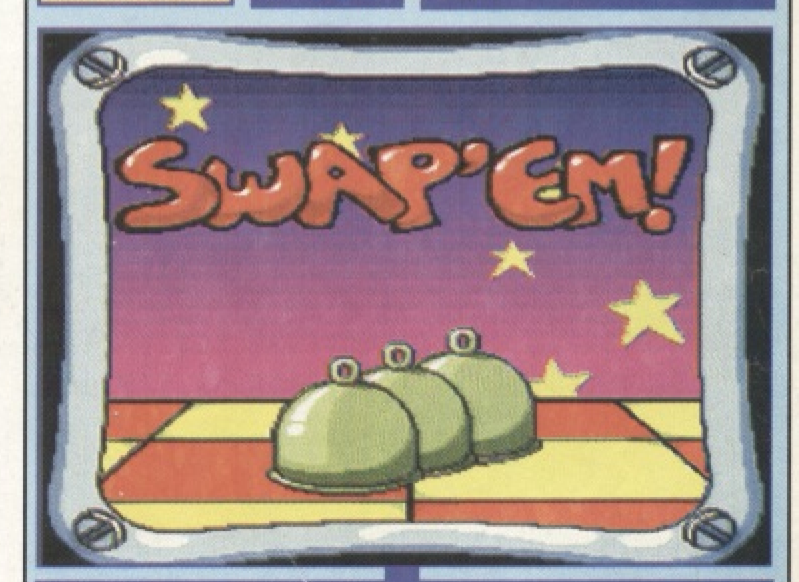
Shield can: a handy shield in a portable can.

Bomb: this destructs when Al is near.

Block Bust: not only kills opponents but busts squares blocking the way.



Mouse: a real wind-up.



Bonus Game: watch where the extra lives are hidden and work out where they'll end up as the cups erratically move around. Confusion city!

'Don't count your Alfreds'



For God's sake, don't programmers learn *anything* these days? How many SNES games have their been? Fluffin' billions, right? Well why the Colonel Buckets don't they learn from the mistakes of others? *Alfred Chicken* suffers majorly from one glaringly obvious fault — there's no energy bar! Now, you know what it's like, you get really far into a game, collide with one object and it's all over. Know how frustrating that is? Yes, there are lives, and yes, there are re-start points but in a platform game especially, a status bar is essential as it adds a lot more playability. Not to make the game ridiculously easy but so you don't give up in frustration. This doesn't affect early levels but later on the one-chance element really grates. Graphics wise *Alfred* is nothing remotely special and as for the sound effects — listen out for the grease-proof paper crunching effects, that says it all really. Let's be serious for just a moment, Alfred is a really bad character. I think his election campaigns were great publicity stunts but he doesn't impress me in the slightest. Everybody else finds him 'oh, so funny' and 'what a great chicken'. Me? 'Skanky lump of beak and feather'. And what of the rumours I heard about the level layout? Finding the 'hidden' exit is a doddle. Peck a couple of blocks, twist the beaky beggar's head about and bingo — there's the exit. As for Mr. Peckles...

Unfortunately that hefty ragging doesn't explain why I've played this more than any other game this month. Don't get me wrong, I really, *really* hate *Alfred Chicken* but I've been playing for ages, determined to beat it! And though it pains me to give it a respectable mark I have to on the grounds that it gots me completely addicted. Someone call the men in white coats — I'm going mental!

74%

attack is the point-blank tip of his beak but this is only good for butting switches to make walkways appear or reveal hidden treasures. Luckily, his nose dive is much more effective. Fluttering into the air, Al propels himself into the ground beak first, destroying enemies in the way — any one who's seen *Aero The Acrobat*'s killing dive knows the general idea. The Meka army is not just chicken based, the soldiers come in many differing forms — snails with cannons for shells, exploding robots — basic chicken dislikers.

Poxy chicken

After every level Alfred flies up to Peckles' space lab and partakes in a bonus game, where extra lives are hidden under three egg cups. A quick switcheroo and it's time to choose a cup.

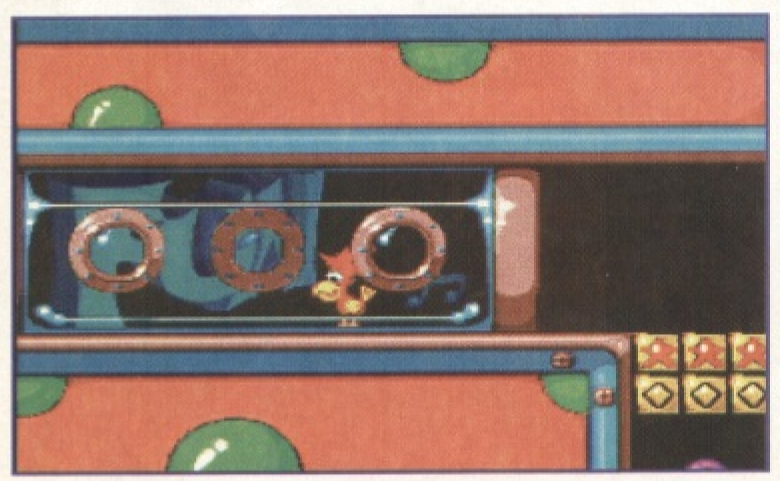
Levels abound, baddies are increasingly numerous as Alfie progresses and the dangers come thick and fast in the ever-larger playing areas. Will you start the trend in fowl play or are you just too chicken...?



As lasers thunders overhead and time ticks down, Alfred gets bored with the whole thing and nods off. Just like us really.



Above: wow, it's the funhouse! Where you have a whole lotta fun, with prizes to be won! And you meet Pat Sharp — oh joy!



Left: if only people would abide by the litter law. Didn't you know that leaving clear jam jars on a platform can lead to chicken confusion?



Ever cautious, Alfred spies a clockwork villain approaching. The beaky beggar uses a lethal attack...



...the patented nose dive. Hurtling toward the innocent mouse...



...Alfred callously destroys the poor squeaker, sailing into the air after his bitter glory.

Final analysis



"Cartoon graphics are all very well, as long as they actually resemble what they're cartooning. Irritating!"



"His election stunts are fine but when he's this bad I certainly wouldn't vote for him."



"It's a real shame, but Alfred just doesn't have the character to hold a whole game. Bummer!"

Final day score

Chris H — Level 19

LEVEL 19



Hardly surprising really, Alfred always came across as 'a bit of a laugh' and this mediocre platform game is just that.

Sound 61

Empty, repetitive tunes and poor 'boinky' spot effects grate the nerve endings — bah!

Graphics 65

Simplistic, blandly-coloured and sappy animation doesn't do Alfie any favours.

Playability 78

Infuriatingly addictive, even if you despise the beaky beggar you can't help just one more try.

Lastability 78

Progressively larger levels and more numerous villains make for a lasting challenge.

Force factor

AC's redeeming feature is its unfathomable addictiveness. It certainly keeps you coming back for more!





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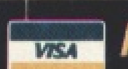
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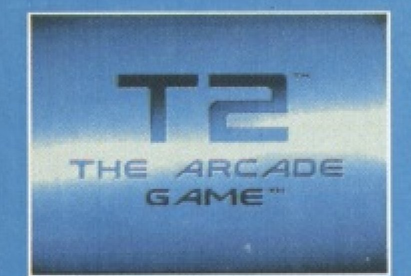
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LG4 08 10 93



Shoot-'em-up

Producer........Acclaim
Supplier........Acclaim

Price........£49.99
Status........*Official UK release*

Players......*1-2 (simultaneous)*
Lives........*Energy bar*
Continues........*5*
Extras....*S.Scope compatible*

What the makers say...

This game is only for those who *know* they can handle true arcade action. Everyone else should go play *Tetris*...
■ Acclaim

Controls



(green button)	Fire
(yellow button)	Missile
(blue button)	Fire
(red button)	Missile
L	Nothing
R	Nothing

First impression


Virtually identical to the arcade graphics but looks just as dull to play.


Looks okay, just hope they've improved the gameplay from the MD.


A near-perfect arcade conversion, bosses can be a bit frustrating though.

First day score

Chris Level 2

932300

T2 The arcade game

Born from the ashes of a nuclear holocaust, Skynet launches a fresh assault on the bedraggled human survivors. Only one person can save them — you...



Ha — the Terminators spring up without warning and demand spokey-dokeys for their incomplete wheel weapons.

Sarah Connor knew about the war against the machines. Only the other day in her favourite women's magazine *Sarah Connor Weekly* she had read of the increased danger of household appliances. One vacuum cleaner had acquired a life of its own and didn't just clean carpets — it would take them to Allied for a trade-in with the latest Persian rugs. One food mixer in Derby had, without warning, swapped its owner's prize cow for a bag of magical beans. Stories of hedge trimmers getting degrees at university and light fittings becoming go-go dancers in Blackpool only served to heighten Sarah Connor's fears over the danger of advanced technology. Then, a big metal man knocked on the door and tried to blow her brains out. As you can imagine, Sarah was a little shaken by the event and when she later learned the Terminator robot had come to kill her yet-to-be-born son her consternation was doubled. That was the basic plot for the first *Terminator* film (kind of) and the sequel was more violent gun-toting, as is the game tie-in which is more akin to a latter day *Duck Shoot* than anything else.

T2 is an exact replica of the arcade coin-op minus the front-mounted cannons... and the large wooden cabinet... and the dodgy arcade owner... and the arcade!

The final battle is in the depths of a steel mill, a game of death which will decide mankind's future

Metal Mickey

This side-on, first person perspective blaster is a simple matter of positioning a gun sight over a swarm of marauding metal endoskeletons, T-1000's and alien critters and blasting the pixels out of them. Seven titanic levels of mindless shooting are divided into two missions. The first assignment for you and your trusty joypad is based in LA 2029 where the remains of the city (a big war happened apparently) are the setting for a brutal shoot-out with the insane machines. Deadly 'Hunter Killer' space craft drone through the skies along with Terminators. After wading through this onslaught it's onto a human hide-out where lethal Orbs ▶

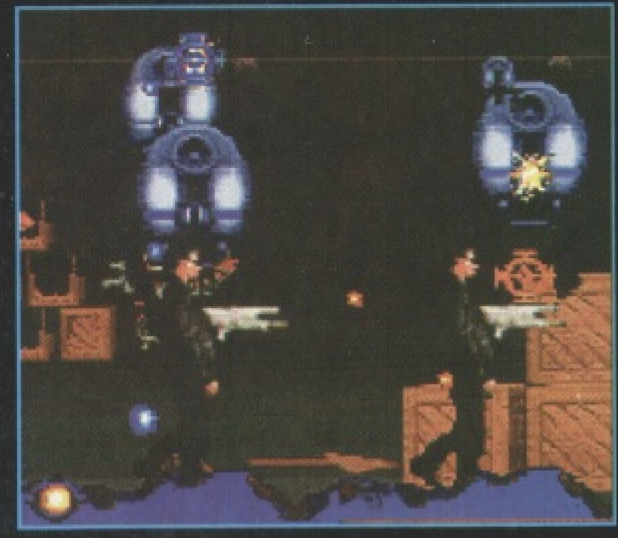


Itchy trigger fingers beware, this screen full of allies scrolling past. No-one'll see from over that wall, shoot 'em in the back!



The Terminators behind the lines are a pain in the ass — literally, for the snipers cowering behind the wall.

Comparing stats in the between-level screen, providing countless arguments over who's best!



Factories are dangerous places, full of posers in shades and leather and deformed flying robots.

One express delivery of sequence-dancing gold-effect T-800 models for a Mr Schwarzenegger. Sign, please.



Excuse me sir, you appear to have dropped your face. Oh, it was no trouble. No, really, keep your bullets.

'An assault on the senses'

Chris

When I'm not playing sports games I love nothing better than to let off steam with an all-action shoot-'em-up and *T2 The Arcade Game* with all its uzi-blazing carnage fits the bill perfectly.

Okay, there's not much strategy involved except aim for the T-800s' heads and use rockets to gun down the HKs but it's sweaty-palm action all the way. Mindless blasting it may be but hey, games are meant to be fun aren't they?

The vital factor in any successful shoot-'em-up is power-ups and *T2* has them by the crate full — smart bombs are the best, nuking the whole screen in a frenzy of while light and scattered limbs! The graphics faithfully recreate the atmosphere of the movie and the digitised pictures and sampled sounds — 'Lets move out!' — help envelop you in the futuristic setting.

Critics will say they've seen it all before in the arcades and on the Mega Drive. True, there's no denying this is a virtually perfect conversion of its arcade counterpart. Sure, gameplay can get repetitive and I have my doubts over lastability — there's one thing paying a quid for ten minutes of blasting action in an arcade but would you pay fifty times that to own it? Some would say no, while I other hand reckon £50 for an arcade game is a pretty good deal — most cost ten times that and who needs a cabinet anyway?

My advice? Head down the local arcade and give it a go.

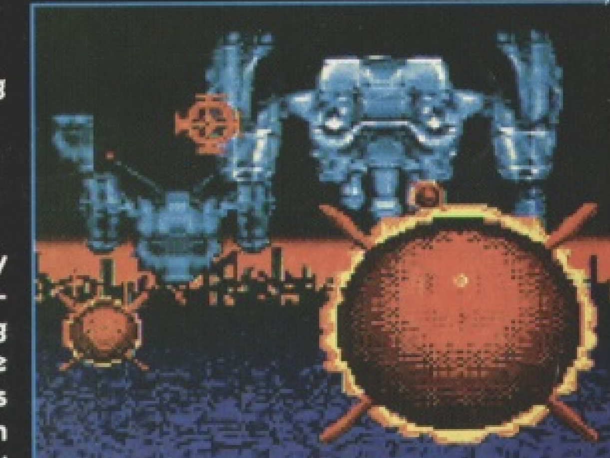
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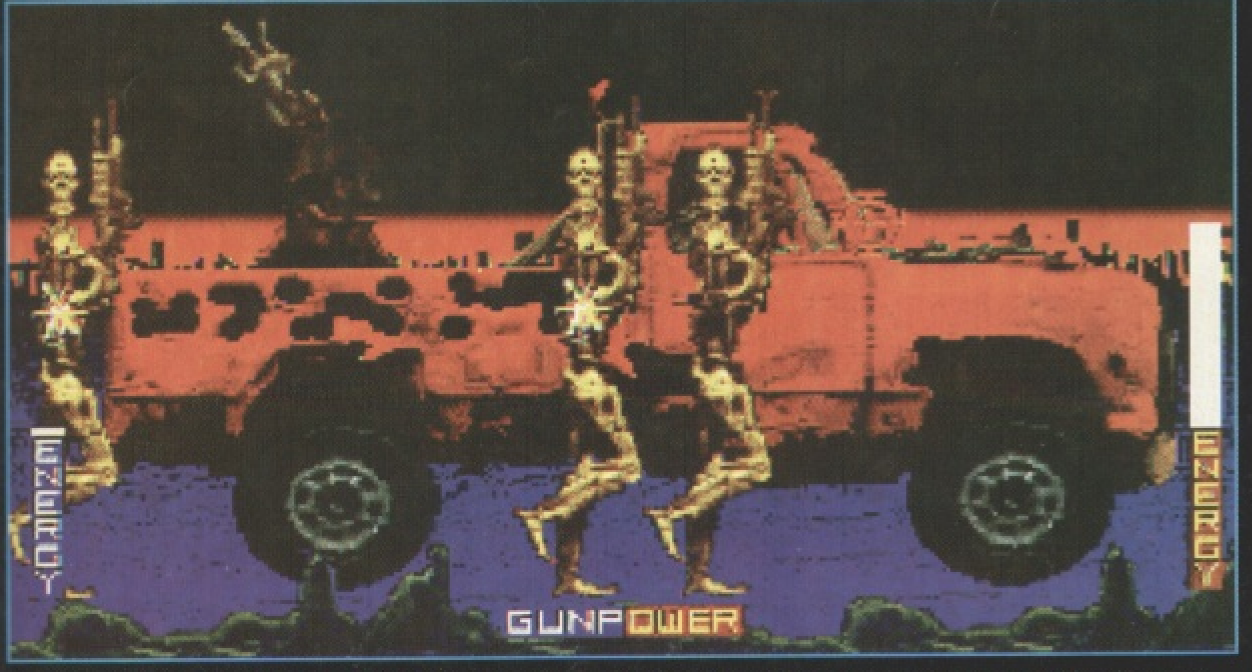


Above: the screen-filling truck keeps up with the scrolling and makes it real tough to protect when it bounces.

Close-up Terminators take loads of battering before they'll lie down. From clean-cut sniper to... eurgh, Will without Clearasil. There's no time for pity though — blast their metal heads off!



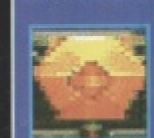
Right: the deadly hovering Hunter-Killers, they hang menacingly in the air and lob missiles faster than you can say 'Mode 7.'



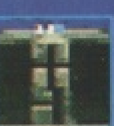
It's the hilarious synchronised robots again, they've killed the reistance's gunner and are trying to make you shoot Connor (the truck's driver) by mistake. They key is aiming well to the left.

TERMINAL TOYS

Collectables are found within ammo crates on the battlefield. Blast 'em open to find these waiting...



Shield: grab this for some much-needed protection.



Ammo: gives an extra clip of regular power ammunition.

Cooler: stops your gun from overheating and slowing down.

Rocket: gives a limited amount of high-powered blasters.



Rapid shot: temporary but high-powered missile weapon.



Smart Bomb: Best of the lot, clears every-thing on screen.

ascend from the ceiling concealing harmful lasers. Protect the innocent civilians and your own hide.

Your next trip is to Skynet, home of the mega computer that created the machine wars. Only by reaching the end (by guarding a travelling truck) will the rebels reach a time machine in which to transport a protector for Sarah (so the first *Terminator* film can be made).



This fearsome cyborg guards the entrance to the second level. Aim for his head and blast like crazy.

Steel Magnolias

After that it's onward to the heart of Skynet and in a flurry of more bullets the perimeter fences must be penetrated before destroying the central computer. That's the first mission over with and the only task remaining is to smack the hands of the mutating T-1000 out to kill John Connor as a child. This transpires over the remaining three levels starting in the Cyberdyne Laboratory where the Terminator scientific research must be destroyed along with any interfering S.W.A.T. members. Then there's the Freeway in which the heroes make their getaway with the pursuing T-1000 in a helicopter in pursuit which must be shot down. The final battle is in the depths of a steel mill. Involving a juggernaut packed with liquid nitrogen and a causeway several terrifying feet over a lava pit, this is a game of death that will decide mankind's future.


This digitised villain satisfies the cravings of everyone who saw *Short Circuit*. Jonny Five lives? We'll see.

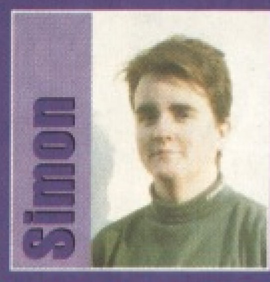
Adding that little 'something' are standard power-ups: rapid fire grants, well, rapid fire, missiles are self propelled explosives, and grenades blow things up — the average weaponry you find lying around on the street, and if you've got one of those mates who want to take over your go, give them a second pad and they can join in for a two-player shooting assault. Super Scope owners can plug in their plastic pipes for greater accuracy and speedier shots — a lot easier than guiding the joypad cursor around.



Effective use of smart bombs is essential. The more you blast the more points you score.

It's not every day you can shoot a big gun without waking up, or killing, the neighbours so why not set your sights on this. In the joint words of Sarah and John Connor: 'There is no fate but what you make...'

'Fun for a few games'



To put it bluntly, *T2: The Arcade Game* is the Mega Drive version — released ages ago — with much better graphics. This means the same gameplay flaws are still present.

Graphically *T2* is as close to its arcade parent that you could ever hope it to be — the graphics have the same digitised look, and overall the visuals are quite impressive featuring the same dark colours and shading effects. Animation is also good, with Hunter-Killers flying past without a hint of slowdown or jerkiness. Each level has a really smooth parallax-scrolling effect and really captures the coin-op feel. The gun sights are alright but they're a bit slow off the mark — when they finally get moving, they whizz around like nobody's business. It's all very confusing in the heat of battle and a lot of the time you end up losing sight of the cursor when you need it most! This problem isn't encountered with the Super Scope, so this is the best way to experience the game. Sonically things aren't quite so good, with a bland and boring soundtrack and minimal spot effects — this was a failing in the arcade game, so I can't be too hard on the conversion.

The main problem I found is it's the type of game that's alright to play a few times down the arcade, but do you really want to spend £50 and play it all the time? If the answer's yes, you probably loved the arcade game and will adore this. Everyone else should definitely try-before-they-buy, because you may find yourself bored before getting your money's worth.

79%

Final analysis

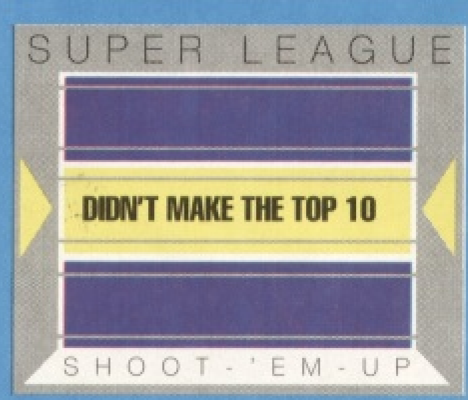

A brilliant conversion of grey game which brings up the question why they bothered in the first place.


Excellent conversion of a rather dull original. If you like the arcade game, build a shrine...


A testing challenge that should keep shoot-'em-up fans going for many happy hours.

Final day score

Chris 2,010,749



Despite being a practically perfect conversion, this doesn't hide the fact that it's originally a poor game. Poor Arnie.

Sound



Minimal, pretty basic but always functional effects. Great John Connor sample though!

Graphics

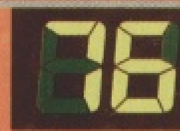


Arcade perfect in this direct conversion, but they were nothing to rant about in the first place.

Playability 84

Masses of power-ups, just switch your brain off and blast away.

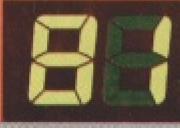
Lastability



Plenty of challenge, though the samey format unfortunately means a limited life span.

Force factor

An accurate arcade conversion. The only probelm is the arcade machine's nothing special.



TOP GEAR 2™

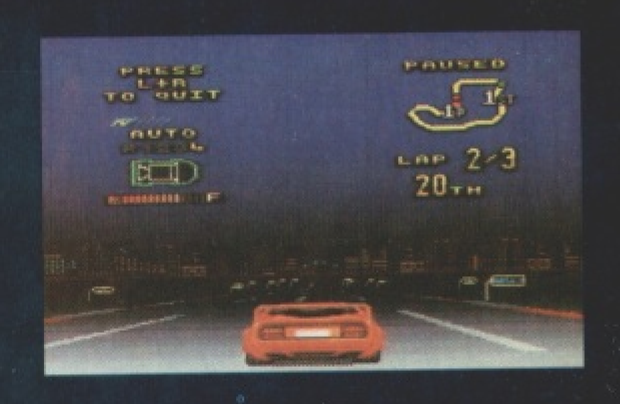


RAIN

Choose your tyres to suit the conditions. Try out Spinner high-performance Radials, or state-of-the-art slicks for high speed wet track handling.

200 MPH





WHATEVER THE CONDITIONS

SHINE

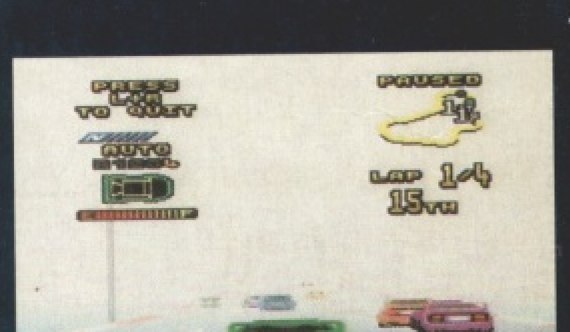
1 or 2 player simultaneous racing as you cruise in the sunshine at 200 MPH through cities of Spain or Egypt – 2 of the 16 countries you can race in, with 64 tracks in total to choose from.



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Platform

Producer....Elite
Supplier....Elite

Price....£44.99
Status....Official UK Release

Players....1 or 2
Lives....3
Continues....None
Extras....None

What the makers say...

'20 huge levels including 4 bonus levels on a massive 8-meg cart. Breathless animation and special effects, a truly tremendous visual experience.' ■ Elite

Controls



Green button	Kick Left
Yellow button	Jump
Blue button	Overhead Kick
Red button	Kick Right
L	Smart Bomb
R	Sonic Wave Punch

First impression



The graphics are all shaded in the same colours. You can't see the enemies!



What a nightmare! No depth of gameplay and an annoying controls.



Poor sound and atrocious graphics make this a real chore to watch.

First day score

Simon Five areas done

248682

The Adventures of Dr. Fra[nken]

It's not all fun and games being a phosphorescent green member of the living dead. In fact it's just work, work, work. The spare-part hero has definitely earned a holiday...

What do you do when you've booked a holiday with your darling beloved in the exotic location of both your dreams, and everything is looking rosy for a resting vacation in New York? Nothing, everything's groovy.

However, when you find out that your girl's missing a passport and has spoiled your plans, then it's time to take a big axe and hack her up into little pieces. Carefully wrap each separate part in string and brown paper and bury her at the bottom of the garde... er, post her to the Big Apple. Presto — instant dirt-cheap air fare, no passport or visa required. So sayeth Frankie, anyway, because that's just what he did when his girlfriend Bitsy came clean about her lack of passport. When he gets to New York he'll just re-assemble her expertly grave-robbed form and they'll be free to enjoy the USA.

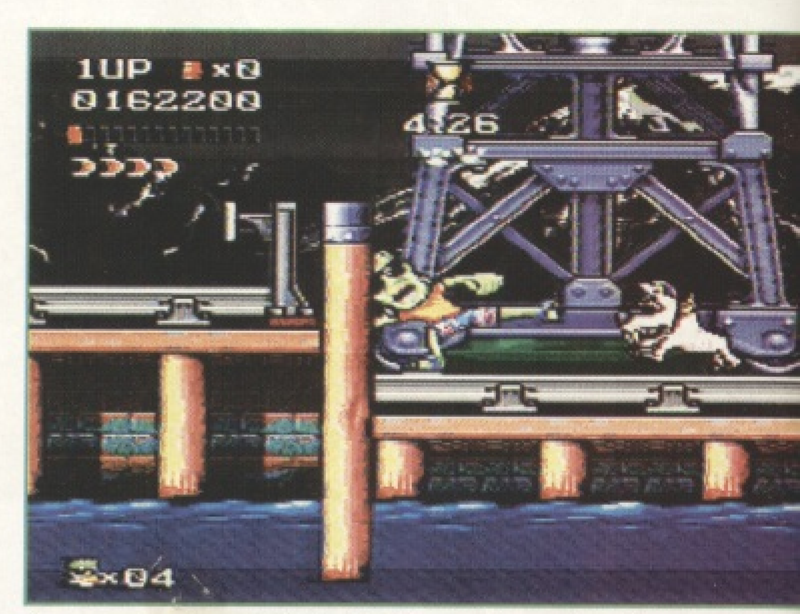
Your girl's missing a passport — time to take a big axe and hack her up into little pieces!

Franken Walters

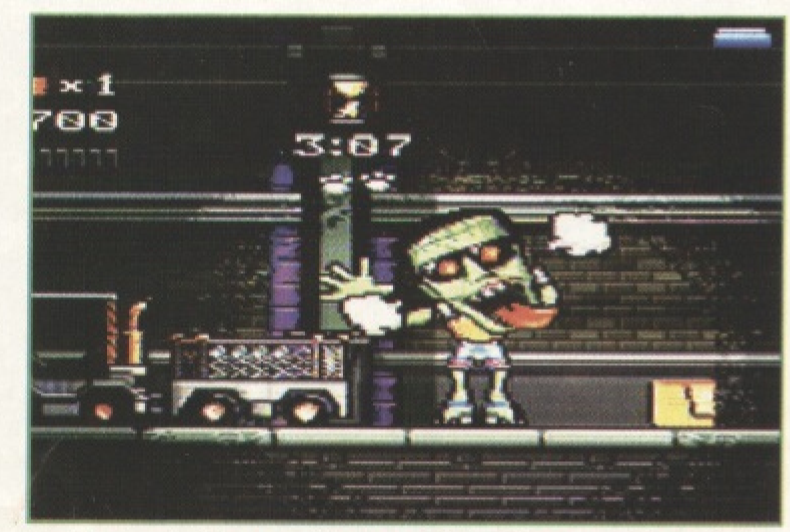
You may have spotted a couple of flaws in the plan — namely the immense stupidity of anyone willing to hack their girlfriend to bits with an axe (you want a nice, smooth cleaver for a job like that) and the infamous unreliability of the Transylvanian Postal service. This disastrous combination leads to Bitsy getting scattered across the globe, and Frankie's re-animated heart won't return to normal until he's recovered every last hair on her formaldehyde-treated head.

Beginning in the hallowed vaults of Castle Von Frankenbone, Frankie must explore sixteen different locations and collect the four bits of Bitsy in each. Equipped with only his (half) wits and (ham) fists, Frankie must also use his built-in electric battery to clear his path of its many foes. 'Normal' attacks at his disposal are the left and right directional overhead kicks, which can also be spinning roundhouse kicks if you do the opposite one to the way you're facing. Super-charged moves include the overhead kick (an upside-down kick leaving a trail of white energy — *flashy*) and four sonic wave punches (definite recurring Guile theme here) to begin with, indicated by an on-screen 'punch bar'. There is also the smart bomb, which is an unstoppable ball of energy similar to a Hadoken.

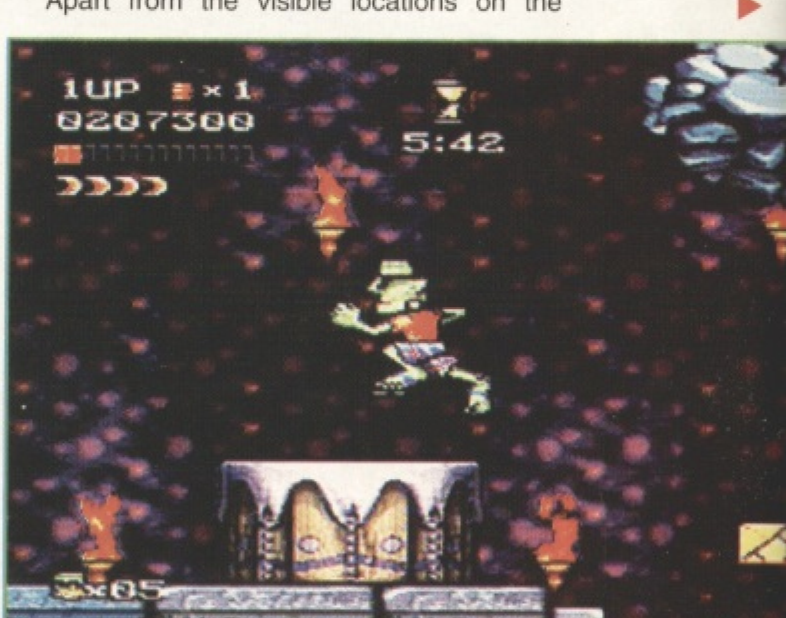
Apart from the visible locations on the ▶



Come and ge-e-e-et it! A rabid dog rushes animal lover Frankie, who proffers a leg in true RSPCA style.



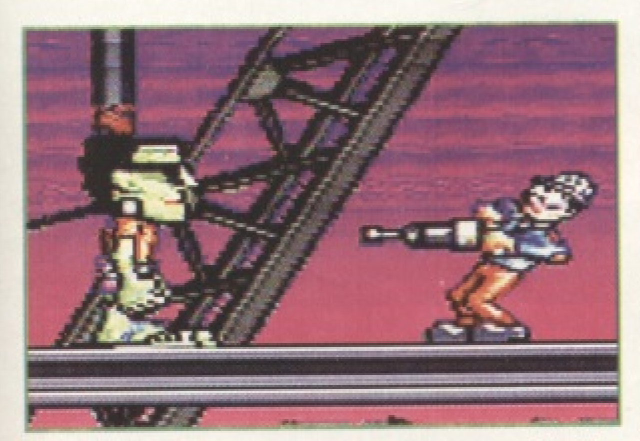
Frankie's out of energy. You see that ugly green thing, that's you that is. That's your favourite sprite of all time...



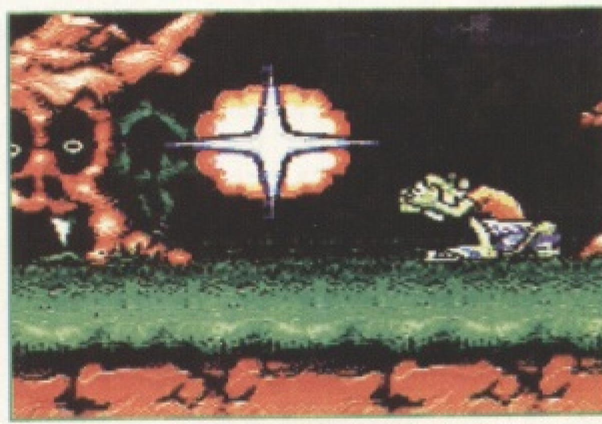
He flies through the air, with the greatest of ease. Over big springy drums and... er, his girlfriend's not pleased.

s of

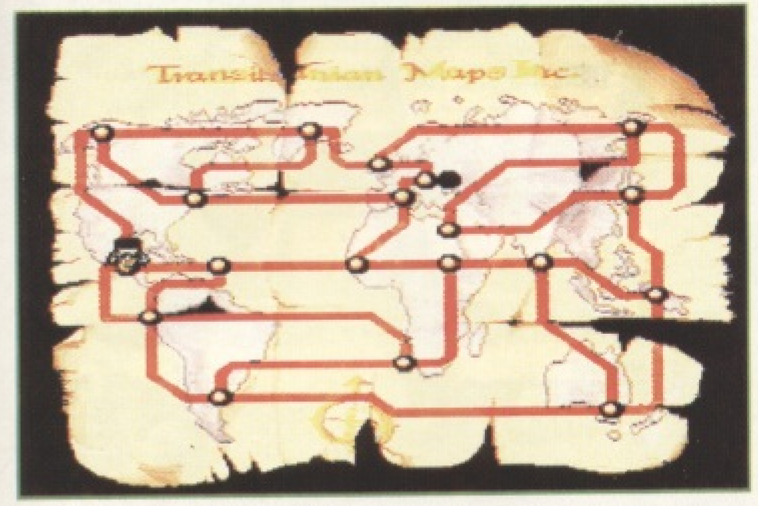
nken



Wicked Workman: 'I'm gonna drill you, sucker!' Frankie: 'Go on then, hit me in the stomach!'



By some great cosmic coincidence, Frankie's arm hides his face from the enemy's dying flash.



This isn't a map of the Transylvanian underground, it's the completed map screen, all locations present.



Frankie's bowled over by the appearance of a living skeleton and subsequent smack to the chops. Calci-yummy!

GREENFIGHTER TOMB

Credit where it's due, *Dr Franken* is the first platformer that qualifies as an *SFII* clone.



On your marks... No, it's that impressive duck manoeuvre.

Despite the flash kick, it's not Guile.





Watch out Ryu Franky's got a fireball of his own.



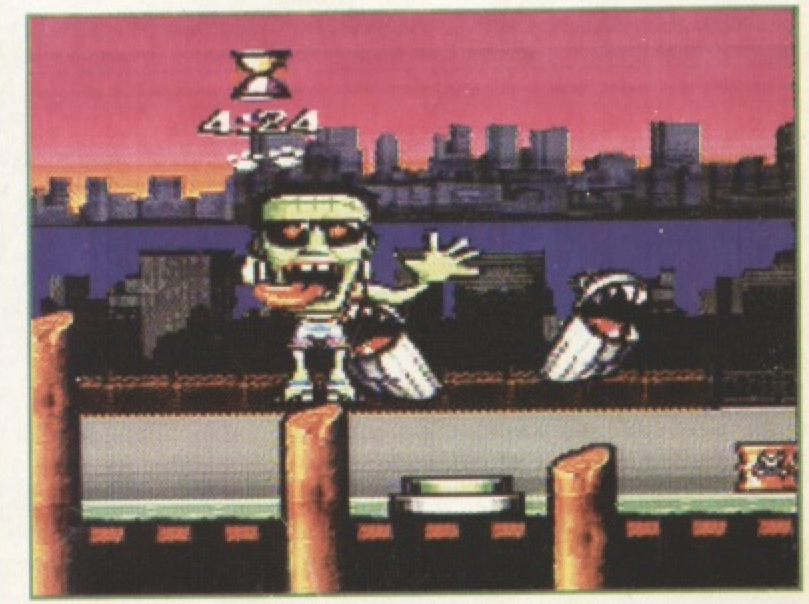
The sonic wave punch in all its terrifying glory.

You put your left foot in... the kick to the right.

...and the radically different kick to the left.

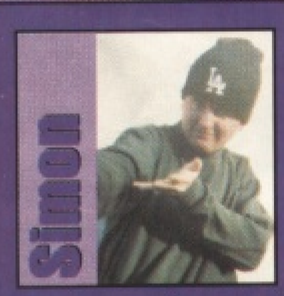


'Hadoken!' The green mould warrior faces off against a sumo wrestler, bitter after a passing Witch Doctor shrank his head.



Bin there, done that. Mutant trash cans patrol the docks, sinking teeth into Frankie's butt. What a load of rubbish!

'Stick to the Game Boy Frankie!'



Dr Franken is finally ready for SNES release, but being one of the few people who thought his Game Boy outings were less than impressive, this is hardly cause to rejoice.

The first nail in his coffin is noticeable the moment you start playing — it's the graphics! The main sprite looks as if he's had an unfortunate accident with a bicycle pump, his head is about three times as big as his body! It looks as if the programmers have tried to create a cartoon atmosphere, but unfortunately it doesn't work. Backgrounds are quite varied but they all have a ragged, unpolished air. It's as if they've been knocked together on a C64! Animation is poor throughout and the characters jerk around the screen in a completely unconvincing manner. The second nail is the sound, way below today's standards. The music is very samey and sounds as if it's been sampled from a Game Boy. Spot effects are equally bad — the screams when enemies bite the dust is particularly poor.

The final — and biggest — nail is the playability. Frankie is really unresponsive, particularly when jumping. His kicks are also infuriating, and it makes timing crucial to the point of frustration. Because the game is really tough it'll have you pulling your hair out before too long.

The one thing *Dr Franken* has going for it is the difficulty, it's really tough with loads of levels and plenty to see. You'll be playing for ages — you'll probably be bald but you'll still have something to play! Unfortunately, this can't save Frankie from the graveyard of failed SNES games. Unless you loved the Game Boy versions I'd steer well clear of this ultimately outdated cart.

67%

parchment map, Frankie can visit one of four bonus levels. These are recognised by their lack of enemies and abundance of extra lives, energy and points bonuses available, with an even more severe time limit than the normal levels.

Wish you were here...

Locations range from jolly old England where angry punks and menacing bag ladies roam the foggy streets, to an ancient Aztec temple where the only light comes from Frankie's natural electric glow. The haunted forest and zombie graveyard are joined by the terrifying Japanese bonsai garden boasting sinister sumos. Vertically scrolling dock levels with cranes and fork-lifts also feature, along with the booby-trapped pyramids of ancient Egypt. Each area has an object to collect (often in several pieces) and use correctly before enough pieces of Bitsy are found to exit.

Icons are everywhere, either hidden or left behind by vanquished enemies. The battery helps recharge Frankie's energy and comes in two sizes, three unit and one unit, depending on how spectacular a move the creature was dispatched (smart bombs leave no batteries). Thirty-second shields are included on some levels, plus smart bomb canisters giving one extra thunderbolt, super-jump icons which run out when a level is completed, points icons and the Frankie-doll extra life.

Once all pieces of the beloved Bitsy are safely back in Frankie's possession, he must return to Castle Von Frankenbone for the grand reassembling. No-one promised an easy ride for the reanimated Rambo…



'Sonic Boom!' yells the mould warrior, hurling a sonic wave punch at that dragon from the antiseptic mouthwash advert.

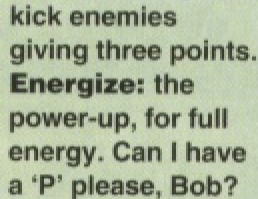
SKELETAL STUFF

The world is cluttered with creepy collectables. Take a look at this lot...



Extra Life: grab this for an extra life… or death, or something.



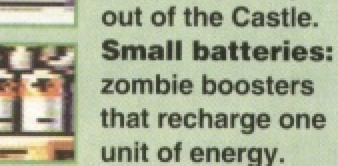


Car Battery: appear when you kick enemies giving three points.

Energize: the power-up, for full energy. Can I have a 'P' please, Bob?

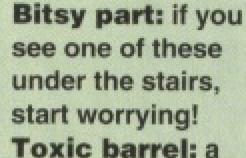


Passport: a piece of Frankie's passport, for getting out of the Castle.



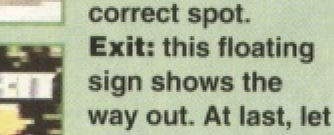
Small batteries: zombie boosters that recharge one unit of energy.





Bitsy part: if you see one of these under the stairs, start worrying!





Toxic barrel: a useful platform when moved to the correct spot.



Exit: this floating sign shows the way out. At last, let me out!

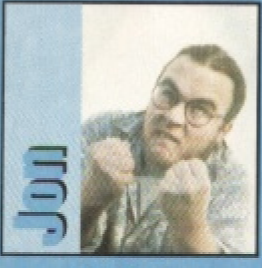


Anarchy in the UK? Eat some of this, out-dated fashion victim. Franky gives this Punk some stick.



Insulting people wearing kilos of studs and a fatal record collection isn't wise, as our 'hero' discovers.

'Frankenly, I'm not impressed'



I ask you — a man-made man stupid enough to dismember his girlfriend in order for her to go on holiday? Is this the kind of role model we want for today's youth? A spate of copycat crimes could pop up, who knows… and what's more, he entrusted his nearest and dearest to the postal service — how dim is he?

Franken plays, rather unfortunately, like a half-cooked turkey. The offensive moves are clumsy, enemies require precision to kill and the moves available simply don't offer such tight aim. The graphics are very definitely average, offering nothing more than an NES could give. Sound is… well, it sounds as though it's being played on a Stylophone (anybody remember those?), and the sound effects come through like a bear with a head cold.

Franken is, if you can master the infinitely frustrating controls, a tough nut to crack. Levels vary from pretty easy to damn near impossible, and there are plenty of them. It all boils down to playability, and *Franken* appears to have severe influenza in this department — take my advice, buy *Mr Nutz* instead.

63%

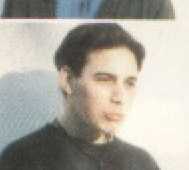
Final analysis



Incredibly irritating to play, I can't see anyone wanting to bother finishing this. It's appaling!



Blimey! What an absoulute stinker of a game! Ridiculously average, bog-standard platformer.

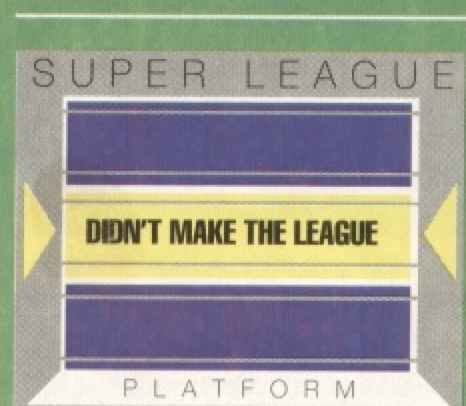


This game plays as bad as it looks. I'd advise you to steer well clear of this outdated cart.

Final day score

Simon — Eleven areas done





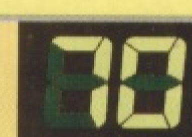
Franken just couldn't compete with the top titles in our Platform league. Poor old Bitsy!

Sound



Limp, lifeless tunes and poor spot efffects create a ldrab and dreary atmosphere.

Graphics



A poor main sprite and samey backgrounds don't offer any incentive to play on.

Playability



Clumsy controls and ineffectual attack moves mean you'll be frustrated and bored very quickly.

Lastability



Plenty of locations, but the frustration factor means you probably won't see them through sheer boredom.

Force factor

Bog-standard platformer, borrowing from many styles but excelling in none. A real disappointment.





Gold Star Giveaway!

To stand a chance of winning this fabulous video recorder perfect for watching Lawnmower Man over and over again, simply answer the following questions...

1) The original *Lawnmower Man* novel was written by who?
a) Will Evans.
b) Steven King.
c) Michael Crichton.

2) The smash hit top pop tune from Buggles was called *Video killed...* what?
a) *...The Cinema.*
b) *...My Mother.*
c) *...The Radio Star.*

3) The villain from *Lawnmower Man* is called?
a) Cyberjobe.
b) Cyberallegro.
c) Cybertooth.

4) A stellar object radiating heat and light, and with planets orbiting it is most likely to be which of the following?
a) A star.
b) A Red Dwarf.
c) A sci-fi comedy that wasn't funny.

Name ....

Age ....

Address ....

....

....Postcode ....

Tel. no..

Don't forget that the editor wields a mean trim'n'edge, so his decision is final. If you don't want to receive mail from other companies or clippings from Charlie's lawn, tick the box ❒

Do we really need to hype this competition? I mean, who *doesn't* want a top-of-the-range Gold Star video recorder to go... well, anywhere about the house you like. SNES FORCE and the friendly folks at Storm give you the chance to... aerobicise with your favourite star in the living room, merge with your SNES while playing *Lawnmower Man* with the film in the background, never miss *Movies Games & Videos* again (*endless* Ste-e-eve Priestley!), do culinary karaoke along with Delia Smith in your kitchen, or any sort of karaoke you wish with any sort of video you wish in the privacy of your bedroom! Yup, it's a splendiferous prize, all right, it's got... um, a remote control, lots of buttons to play with, nice graphite effect casing and flashing LED. Plus — totally free and at no extra cost we throw in state-of-the-art rewind, fast forward and pause facilities! Hot from Japan!

Nine lucky runners-up recieve copies of th rather spiffy game — worth 180 times the price of a stamp! To win this miracle of modern technology *and* a copy of the *Lawnmower Man* game, just complete the coupon below and send it to us before Feb 14th at: 'Causing a Storm Compo!', SNES FORCE, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. ■

* Actual prize may vary from one shown above.

Special Delivery

Welcome back. We've had so many letters we just had to find another page to fit them on! Cash, babes, prizes and a new Q&A section, they're all here...

Photo story

First off, I congratulate you on producing an excellent mag, with nothing short. On the subject of photos, do you think you could stick to the following photos from the issues for each of the staff? Chris H — Issue Six, Simon — Issue Seven, Charlie — Issue Seven, Chris R — Issue Five, Bruford — Issue Five or Six (please not the Issue Seven! It's terrible!) and Will — Issue Five?

(This is purely a suggestion of good will and is entirely up to you.)

I've played *Super SFII* and it's just the best thing ever made (since your mag) and it'll be a laugh to see how the manky Mega Drive copes with it compared to the SNES!

Anyway, all the best and have a Merry Christmas!

■ **Alan Pang, Erdington, Birmingham.**

PS Please, please print this letter as you haven't with any of my others.

Cheers for your observations, Alan. I can't wait to see how the Mega Drive copes — or doesn't — either. Should be fun... As for the photos, I happen to think I cut quite a dashing figure, *especially* in Issue Seven. Any female readers (preferably between 17 and 27. Send a photo) disagreeing with Alan, just drop me a line...

jon

Boy racers

First, I'd like to say this is a great magazine with every aspect of gaming covered. Please could you answer the following questions for me:

1. How come all the SNES magazines give *SFII Turbo* such a high rating? I borrowed the game from a mate to see what the hype was about and was quite disappointed. It may have added slightly more playability to *SFII*, but the lastability in my opinion is very low. Both *SFII* and *SFII Turbo* are



I'm new to the Super Nintendo scene, and I find SNES FORCE is the best SNES mag around!

Your reviews are superb and I trust them completely. I think it's great that you have three or four reviewers giving their opinions on the game which helps us readers immensely!

I think the Super League is the best idea any SNES mag has ever had. It gives me an in-depth but short idea of what the best games are, but is there any chance of the price (on average) that I should pay? I know I might sound boring but you ask for your reader's opinions, and I thought Special Delivery could be just for letters and another section could be for questions.

What about it eh? It does get a bit repetitive reading questions that you have answered in past editions! After searching around different magazines, and finally deciding on SNES FORCE, I noticed other SNES mags make silly captions for screenshots which is a totally crap idea! If a game is new, us readers don't have a clue what the hell is going on! Thanks for not doing this childish thing in your fantastic mag! The price is also great as I have seen other mags going up to £2.50. I know you have had this question already, but any chance of a poster in your already excellent mag?! After your excellent, fantastic, brilliant review of *Super Empire Strikes Back*, I've decided it'll definitely be the next game I buy! I think that wraps it up, I'm now waiting in anticipation of the next issue of SNES FORCE, which I know will be EXCELLENT!

Yours admirably

■ **David Rowland, Leamington Spa.**

Thanks for your suggestions David. We agree the Question and Answer section is a great idea and, as you can see, we're using it from this issue onward. That's all down to you, so well done! As for the poster well, you'll already have seen the massive double-sided *Mortal Kombat* calendar. Again, pat yourself on the back for that one.

If you've got any more suggestions don't hesitate to write in. I know it sounds gooey but SNES FORCE really is your magazine so unless you write in we can't help.

Peace for '94

Ask the *Pros*...

Well, you asked for it and here it is — your very own question and answer section where we'll give you our expert opinion on absolutely any subject. Send your questions to *Ask the Pros* at the usual address.

I'd be really grateful if you could answer my humble questions:

1. Is it true that the T-Rex in *Jurassic Park* can't be killed?

2. Is there a converter that can play all of the US and Jap games out at the moment?

3. In my opinion, some of the endings in *Turbo* have been degraded from *SFII*, ie Dhalsim's, Ryu's and Chun Li's. What do you think?

4. Why are Sega Mega CD (spit,vomit) adverts so appallingly crap?

■ Alan Pang, Erdington, Birmingham.

1. Sadly yes, so don't bother wasting your time — run!

2. The Datel Pro Universal Adapter is is very good and should work on virtually everything out at the moment. For more info call Datel direct on 0782 744707.

3. They're slightly different but that's exactly how they were in the arcades!

4. Sega have problems making anything half decent and it would seem adverts are no different.

Your mag's the best on the market and I look forward to the day it's published. I'd like to ask you some questions:

1. Is *Empire Strikes Back* the same price imported as it is on UK release?

2. How much is it on import and how much on UK release?

3. Which of these three is the best beat-'em-up — *Clay Fighter, Ranma 1/2* or *Ranma 1/2 Part 2*?

4. In the list near the front of the mag of games' release dates, could you price them as well?

5. I (stupidly) got the Christmas issue of Super Action and it previewed *NBA Jam*. I was thinking of getting until I got your mag. In your mag you mention *NBA Showdown* — is it the same? If not, which is best?

6. Is *FIFA Soccer* by EA Sports coming out on the SNES?

■ J Green, London

PS Which of the above-mentioned games should I buy?

1+2. Yes, surprisingly they are! The import cart costs around £60 and the official version will cost £59.99 when it's release in the UK this February.

3. Clayfighter is definitely the best of the bunch, closely followed by Ranma 1/2.

4. Most games don't get a firm price until a few weeks before release so most of the time the price stated would be misleading.

extremely boring after a while.

2. In future issues of SNES FORCE, please could you review some serious racing sims, as I have only seen one so far?

3. I'm looking to buy a serious racing game. I have only seen a review of *Nigel Mansell's World Championship* and was quite impressed by it. Which racer would you recommend to me?

4. Why is SNES FORCE so expensive? Please, please please could you print this letter?

Thanks guys

■ **Marc Cohen, Cheadle, Manchester**

PS I don't think Will is a girl, but I had a job convincing my mates!

1) I think the majority of games journalists will agree that *SFII Turbo* is the best SNES game ever, if not of all time. Obviously, not everyone thinks so and that's what makes games playing so much fun. There's nothing quite like a good argument is there!

2) Put simply Marc, we can only review games being developed. At the moment there's not a lot happening in the field of driving games — except the excellent *Ferrari* from System 3 due for release in the spring — so I guess you'll just have to wait.

3) By serious racing game I'm presuming you mean a simulation rather than an arcade-style 'pedal to the floor' *Mario Kart* type game. *Mansell's* is certainly a good bet although *Ferrari* has a great Grand Prix Mode with all the intricacies of F1 plus, an *F Zero*-style Group C and Formula 3000 modes. It's a question of personal taste and whether you can wait.

4. Expensive? Us? I think you'll find we're as cheap as any other magazine, not counting those pamphlets that don't tell you anything. I guess it proves the old theory — you get what you pay for.

simon

Mortal mistake

I am writing to tell you of how I was tricked into spending £50 of my money on a game which I was lead to believe is great. The game is *Mortal Kombat*.

My first disappointment was, after switching on the game, no exhibition mode. Then I discovered you could win every fight by just flip kicking against the end of the screen. Furthermore, I had already sold *Super Mario World* and *Kart*, *SFII* and *Home Alone* to buy *Mortal*. What a waste of money. I later purchased *Super Mario All Stars*, which is by far the best game out.

■ **David Cullman, Lanarkshire, Scotland.**

PS If you have a spare copy of *Sim City* hanging around, I would be forever grateful.

What can I say David? If only you'd read our exclusive review in Issue Three you'd have known all about these features (or lack of them). Get yourself over to page 65 and order your subscription — we guarantee you'll never make another gaming mistake again.

chris

Critical acclaim

How's it hanging guys? Your magazine is just brilliant and beats the socks off other magazines, but what I like best is the exclusives. You always seem to have new releases before anyone else and provide a lot of info in the way of tips and what games to buy. The reason for this letter is to criticise, as that's what I do best. I'd like to ask what happened to the vote for an art section in Issue Three? I never saw any results? Why don't you add more pages to the mag — this would mean space for a straight Q&A section. Could I suggest that in every review you include a UK price, if you know what it is.

About *Super Mario World* — NMS said there are 97 levels on the game

Insult Will for cash!

You're a heartless bunch! Little did we know when we started this compo how ruthless you would be. After reading the first 100 letters, Will disappeared from the office and has not been seen since. Is that a feeble plee for you to stop sending in your insults? Absolutely not! It's great without him, no moaning, no incessant ramblings about the nutritional value of noodles. No, we love it! Keep those insults coming in. Remember, the best get £20 and don't forget to enclose a photo. Take a look at the best this month...



If I was as flamin' ugly as you I'd try and hide behind half an inch of cow dung (or is it sheep where you come from — you probably get a thrill out of collecting it) and cover myself in eyeliner. Not only are you a conceited, sexually confused cretin but you're Welsh which makes you lower than the scum under the rim of my grandad's bowl. Get a life or get a sex change you're an insult to all us 'real men.'

■ Wayne Smith, Essex

Dearest Wayne, you've got me all wrong, I lived in Wales for a bit cos I had no choice when my Mum moved there, I was born in Leeds. I just hate the thought of upsetting such a fine example of human evolution as you, the Essex man. Yeah, Another 'real' man, macho and fearless enough to shake in your shoes when you see me coming in case anyone thinks you're queer if you don't insult me. Real Neanderthal man, maybe. Ponder how sexually confused you are by being so threatened by my mere existence, next time you're becoming (even) better acquainted with the filth under your Grandad's bowl as your 'mates' flush your head down it for a laugh after the pub!

I've never seen such a skinny, little, ponced-up pillock in all my life. You're just lucky I live down in London otherwise I'd come up to your office and kick your butt. I bet you're crap at games. I finished *SFII Turbo* on my first go and completed *Zelda* in nine hours. Chris wants to get rid of a tart like you and give me your job. I'd be miles better.

■ Troy Merchant, London

Dear Troy, I lose count of the number of jumped up little morons like your good self I meet, all with one hand clutching the mag you buy and I get paid for, the other stuck firmly in anorak indulging in favourite pastime of pocket billiards. Only most of them weren't named after their parents' favourite TV marionette. Sad. You're a Londoner, how about some rhyming slang, Merchant banker.

You look like my sister. If your hair grows any longer I'll start to fancy you myself.

■ Anon

Dear whoever. Too shy to include your name cos I look like your sister and you fancy me? There's some Freudian theories here. See a psychiatrist, you incestuous little perv.

Jon Bruford's your best mate.

■ Chris Rice, SNES FORCE

Dear Chris Rice, not so, and anyway — you've got all Morrissey's solo albums!

(And you're fired on Monday! — CR)

5. No! NBA Jam is a conversion of an arcade machine, while NBA Showdown is a sequel to Electronic Arts' Bulls Vs Blazers. I recommend NBA Showdown to the more serious basketball fan.

6. No released date or official word yet but with any luck we should see it sometime this year.

Here are some questions.

1. Should I believe the hype and buy *Turbo* or go for *Ranma 1/2* or *Dragonball Z*?

2. Do you know where I could purchase a copy of the *Street Fighter II* Japanese magazine?

■ David Cullman, Lanarkshire, Scotland.

1. It's up to you, but I strongly recommend SFII Turbo, it's not all hype!

2. Your best bet is to try your local comic specialists, or there's a chain of stores called 'Forbidden Planet' that stock loads of import mags, give them a try.

I was watching *Games Master* one night and I saw *FIFA Soccer* in the Mega Drive reviews. I hate to say that Mega Drive games are good, but I think you would agree it does really look super, so please answer these questions.

1. Will *FIFA Soccer* be coming out on the SNES?

2. If it is, please could you tell me when it would be released, and what price would it be?

Keep up the super work.

Yours faithfully

■ Damian Fallis, N Ireland

1+2. Not again!! No official word but things do look good for a SNES version later this year.

I recently bought *Super Bomberman*, and I think it's an ace game! Please could you answer these questions for me?

1. On *Super Bomberman*, level 6-8. How can you kill the boss with the man with the top hat and the professor?

2. When the following games come out, which one should I get; *Super Empire Strikes Back*, *Aero the Acrobat*, *Skyblazer* or *Flashback*?

3. *Fifa Soccer* on the Mega Drive seems to be a hit with Sega fans, will it come out on the SNES?

Your magazine is fabulous!!

Yours faithfully

■ Abau San, Croydon

1. You've got to punch the bombs up at him. Punching them horizontally is the easiest way to judge it.

2. Super Empire and Flashback are both excellent, but Skyblazer is a close second. I'd go for Super Empire Strikes Back.

3. Nnnnnnnoooooo not again!! Keep those fingers crossed!

1. Is the SNES bringing out *FIFA International Soccer*, as *EA Hockey* and *John Madden* are out on it?

2. I've got *Striker* and I want to know if there's a better footy game. If so, could you please tell me what it is and how much?

3. I like basketball games, I'd like to know which one is the best.

Best wishes

■ Nicky Robinson, Glasgow ▶

What a gorgeous babe!

So who was that bouncing babe? Well, it seems that virtually all of you thought the bonny lad was a wee Will (but he had no make up on!—Ed) although Big Ed Christo came in a close second. In fact you were nearly all wrong. We can now reveal the cheeky cherub was in fact our very own joystick legend, the man whose idea of a romantic night in is a roaring fire, bottle of Malibu and *The Secret of Mana*. The only person who's sad enough to want to marry an arcade cabinet and would gladly sacrifice both his legs (he needs his hands for *Super Street Fighter II*) for half and hour in an RS Turbo. Yep, you guessed it 'MIJ' himself — Simon Hill.



This month we're making it even easier for you to win a great mystery prize. Simply take a look at this pic and identify the SNES FORCE party animal baying for blood at the annual 'sacrifice the virgin over the pine chairs' evening. In this ritual gathering we see our troubled team member asking forgiveness from the Great One (out of shot) before offering the two innocent victims (left) as a symbol of his devotion to the dark side. It's obvious he's already feeling the power of the Mighty One — just take a look at those eyes and tell us he's not possessed! Legend has it the man in question is the spawn of a Transylvanian overlord and Shrewsbury undertaker and we can categorically assure you he's never been seen out after sunrise.

If you know which name the human form of this possessed spirit currently writes under and dare risk his wrath by uncovering his identity, send the answer to What A Babe! SNES FORCE, Impact Magazines, Ludlow Shropshire SY8 1JW. First one out of the coffin gets a mystery prize.

because there are two levels in the ghost ship in Bowser's world. I know you're going to say '97 levels! Is this guy nuts?!', but could you please check this out?

Here's a tip for *Super Mario All Stars*. On *Mario 3* in World Two when you get the hammer off the Hammer Bros., go to the top right of the screen and use the hammer to get to a third warp.

One last tip for *Mario World* — on special zone, to get through Awesome stage get a blue Yoshi (from Star Road 2) and just before the arches start eat a shell and fly the rest of the way.

■ **Andrew Burchill**

Thanks for your comments Andrew. Although we ran the vote for an art section in Issue Three, the response was so huge it took us until Issue Seven to finally implement the results. As we said then, if the majority of readers want an art or Q+A section, they've got it!

chris H

Star fan

I am a great fan of the *Star Wars* films, as you can imagine I was ecstatic when the *Star Wars* game was released. One of my friends is a subscriber to Sega Power magazine (dead head, eh?) and he bought to my attention a new *Star Wars* title for the Mega CD by Lucasfilm. I realise that it's a CD game and I have only witnessed three shots of *Rebel Assault*, yet my first impression was it is the best *Star Wars* title compiled.

The game solely concentrates on the X-Wing Death Star attack, the same concept as the arcade game by Atari. Would it be possible for the game to be converted for SNES, as it would be overwhelmingly popular? Could you please pass on to me Lucasfilms' address as I am very interested in their *Star Wars* work developments?

■ **Mark Hadley, Burton on Trent, Staffordshire**

It's certainly possible to write a conversion of *Rebel Assault* for the SNES although because of the enormous amount of data it's possible to fit on a CD-ROM compared to a cart, there would be an obvious quality difference.

Basically, the main advantages of CD-ROM-based consoles are increased storage space plus enhanced digital stereo sound (again because of the amount of storage space available) at lower manufacturing costs (it costs little over $1 (40p) to make your own CDs, once you've shelled out aprox £6,000 for the processing plant). Essentially, this gives you incredible amount of levels and room for memory-hungry animation and digitisation at theoretically a lower price.

The SNES probably wouldn't be able to handle a straight conversion without a massive cart and an equally huge price tag. Super Empire costs £59.99 for a 16-meg cart, a bigger cart would push the price up even further.

I'm afraid the exact location of LucasArts (rumours have it they use a fake company as a cover) is a closely-guarded secret, although if you contact JVC — the company that licenced *Star Wars* and *Empire* — on 0295 263990 they may be able to help. Good luck!

Chris

Envelope of the Month

For the second month running, Emlyn Morris of Yorkshire sweeps this prestigious award, plus the cash, for this brilliant piece of envelope art. Surely there's somebody out there who can do better! And with almost 100-1 return on your investment of a stamp there's never been an easier way to make money. So come on — get those pens and paints out and show the world how talented SNES FORCE readers really are.



1. Aaaarrrggghhhhhh, that question!! And the answer's still the same!!

2. Sensible Soccer is by far the best soccer game available and scored a whopping great 94% in this very mag last issue.

3. At the moment, the best basketball game by a long way is Super NBA from Tecmo. However, NBA Showdown from EA looks promising — that is, if they decide to release it in this country.

1. Is there going to be a *Zelda IV* for the SNES as *Zelda III* is so brilliant? If so, when will it be out?

2. Is there going to be a *Mortal Kombat 2* coming out in the arcades because my friend said he saw it on Games World?

3. Is the Atari Jaguar going to be any good?

4. How much will the games be?

5. Are there any good titles coming out for the Jaguar and is *Cybermorph* any good?

6. How can the Jaguar 64-bit only cost £200 when the 32-bit 3DO is about £4-500? Is it better than the 3DO, even though the 3DO's CD-based and the Jaguar's cartridge based?

7. Which is better? The 3DO or the Amiga CD32 and is the Amiga CD32 better than the Jaguar?

8. Out of the three, which has the better capabilities?

9. Does the Jaguar have any special chips like the RISC?

Sorry there's so many questions on that, not many are SNES questions but I value your opinion and don't want to buy the Jaguar without reading your replies.

Yours faithfully

■ Alun Watkins, London

1. We expect there will be another Zelda game for the SNES, but at the present time Nintendo have no plans to release a sequel.

2. There is to be a Mortal Kombat 2 and it should be out in the bigger arcades around the country by the time you read this. Turn back to the news for more info!

3. It certainly has the potential to be a big success, it's simply a matter of how good the software is and whether there's enough support from third party developers to make it succeed.

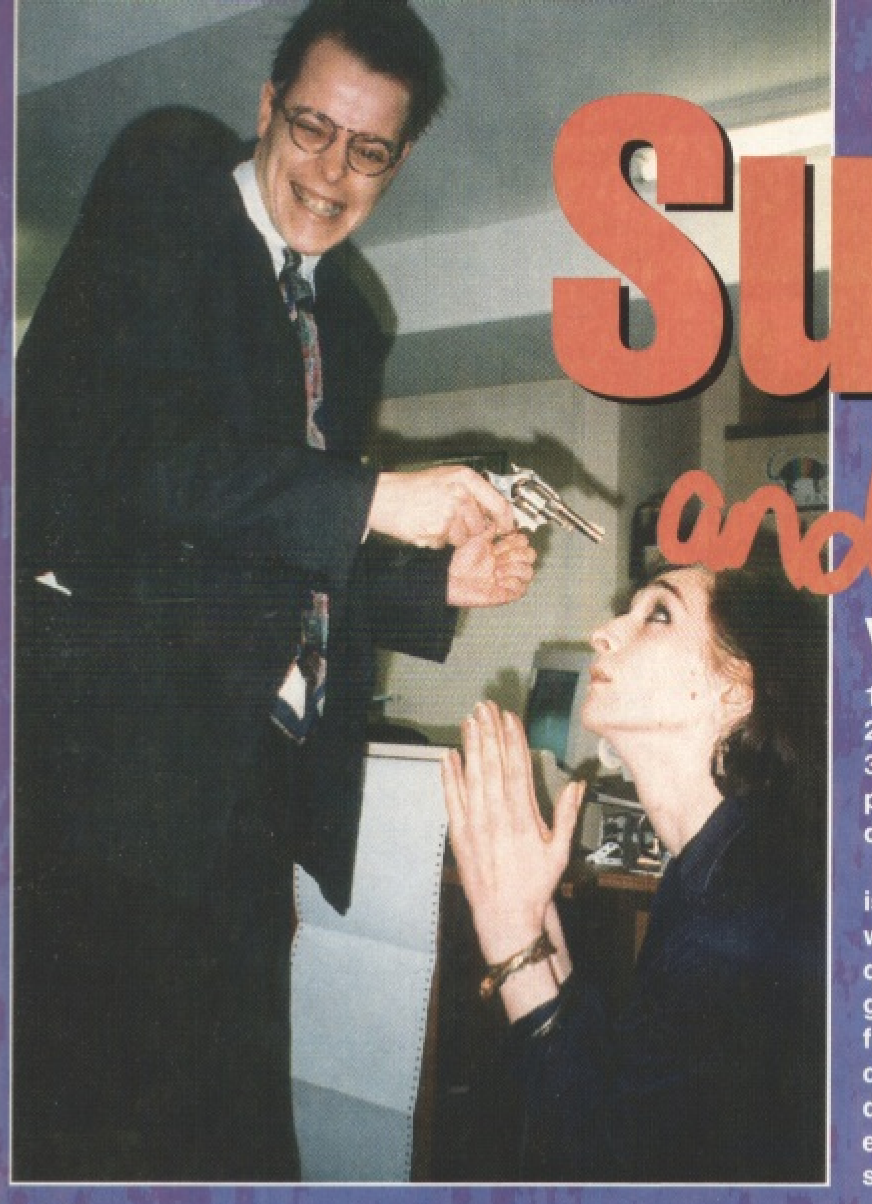
4. There are no firm prices set for software at the moment because the machine's still testing the ground of the available market.

5. There are a few graphically impressive games in the pipeline, but quite what they play like is another matter. As for Cybermorph, it looks stunning but there are one or two doubts over playability and we all know, looks aren't everything.

6. The Jaguar's cheaper than 3DO because it's a console designed specifically for games, while the 3DO is a multi-media centre. Technically, they're both very impressive but it's more a case of horses for courses!

7+8. Technically and capability-wise, the 3D0 and the Jaguar are both better than the Amiga CD32 but it ain't the specs that make the machine, it's the games!

9. Yes, it has a RISC and DSP chip! ■



Subscribe *and* ~~or~~ Will gets it!

Yes, that's it. We've thought long and hard on the matter, and come to some conclusions. Here are the facts:

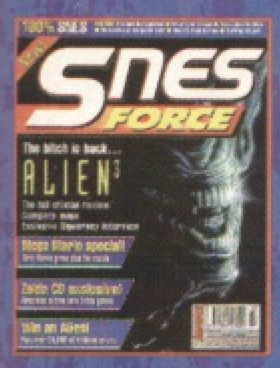
1) We need a decent gimmick for our subscriptions page this issue.
2) Will gets the most hate mail.
3) Therefore, weighing up the value of your average two-a-penny staff writer, against the possible income generated from his demise, he's just not cost effective. The accountant of doom waits expectantly in the wings, cleaver in hand.

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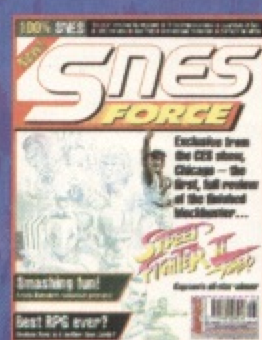
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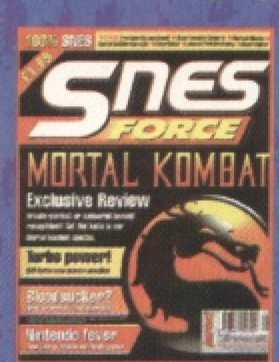
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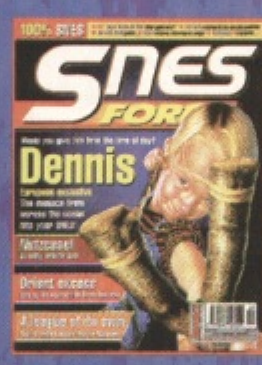
Issue One
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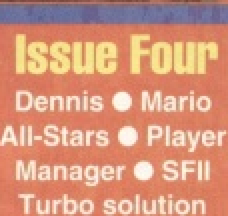


Issue Two
SFII Turbo ● Shadowrun ● Striker ● Super Star Wars guide



Issue Three
Mortal Kombat ● SFII Turbo special ● Zelda solution part three





Issue Four
Dennis ● Mario All-Stars ● Player Manager ● SFII Turbo solution



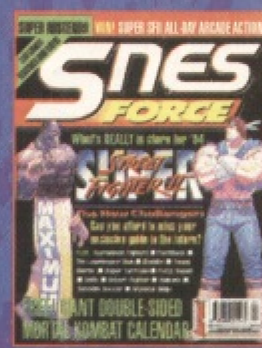
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Issue Six
Flashback ● Goof Troop ● SFII Turbo solution part three



Issue Seven
Dragon ● Ranma 1/2 ● Cool Spot ● Shadowrun solution



Issue Eight
1994 Special ● Young Merlin ● Aladdin ● Sensible Soccer

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The Complete solution

Welcome back. Hope you're sticking to your New Year's resolutions — we are! Here's our first, a complete guide to the best-selling *Aladdin* plus a feast of tips and cheats. Check out the index below.

Index...

CALLING ALL GAMES PLAYERS!

If you've got The Complete Solution to a hit SNES game, send it to us and you could earn big money.

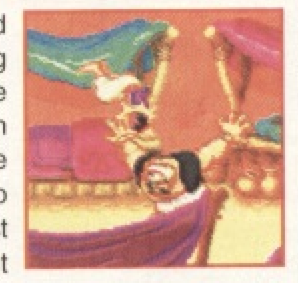
We pay £50 for the best maps or guides used. Please send tips to The Complete Solution, Impact Magazines, Ludlow, Shropshire SY8 1JW.

The Far East. Land of mystery, intrigue and danger, but not if you follow our comprehensive solution below...

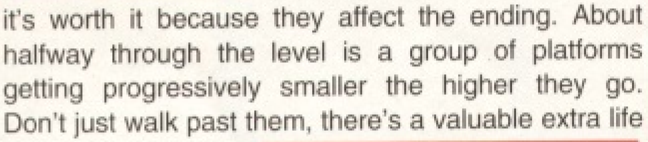
Aladdin

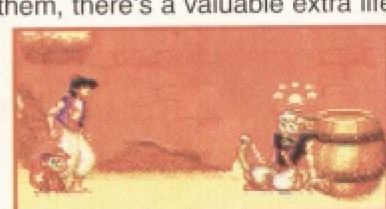
Complete Solution

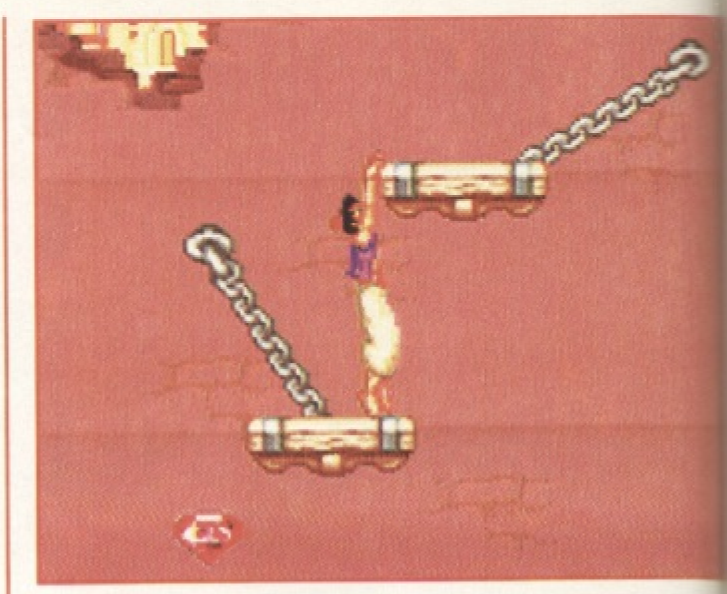
Level 1: *The Market Place*



Nice and easy, so it's a good stage to practise jumping skills for later on. The palace guards are easy to deal with as they have very predictable attack patterns and are too big to avoid you. The best tactic is the head vault, but using the pipes to swing and kick them in the head is also useful. Knock over all the green vases, as they usually contain energy-restoring chicken or bread. Most of the red gems are out of sight right at the top of the screen and require flashy jumping to find them all, but it's worth it because they affect the ending. About halfway through the level is a group of platforms getting progressively smaller the higher they go. Don't just walk past them, there's a valuable extra life at the top. Beware the barrel-throwing guards, if they miss they run toward you so prepare to jump on their head. The







archers are tricky as their arrows home in on your position — kill them right away. When you're above the city, time your jumps to perfection as failure to do so means losing a life. Collecting the rag means you have a few more seconds to plan your landing point.

Boss:



Easy when you know how! Wait behind the barrel left of the screen until he goes nuts with his sword. When he stops, he takes one swipe at you. Quickly jump on his head — timing is important as touching his sword means losing a heart — and jump back behind the barrel. Repeat the process four times for his satisfying demise.







SMALL TIPS

Super Scope 6

For the Blastris A game:
Add 1 bullet at a time DFC605D4
3 bullets at a time D7C605D4
5 bullets D9C605D4
7 bullets D5C605D4
9 bullets DBC605D4
Infinite bullets C9C2D16F
Clear 1 line to advance to next level DFC9056F
Clear 2 lines to advance to next level D4C9056F
Clear 3 lines to advance to next level D7C9056F
Clear 4 lines to advance to next level DOC9056F
Below codes are for Blastris B, type B.
Select low mode to start on:
Level 5 D968D100
Level 15 DE68D100
Level 25 FB68D100
Level 30 F368D100
Level 35 4768D100
Level 40 4668D100
The lonely code below is for Mole Patrol, Stage Mode
Clear stage after 1 Molian is hit BAA601DD

Lazerblazer

Take no damage (game type A) 826264A1
Take no damage (game type B) 3CB067OB
Take no damage (game type C) C26967DE

Cool Spot (Action Replay)

Always have 101 cool points (turn Action Replay off at end of each level) 7E00D265
Infinite lives 7E00D403
Unlimited energy 7E00DOOF
Unlimited time 7E00CEFF
Level select. Replace XX with 00-10 (includes bonus levels) 7E00AAXX

Level 2: *Caves of Wonderment*

Jumping skills are required in the sometimes-tricky caves. The stalactites — the ones that go down! —



can only be swung on once, falling to the cave floor when spent, but they're not completely useless. They can now be used to vault on, meaning you can still bridge some gaps. The bats are no problem if you get to know their speed and attack pattern. When on the logs, be very careful because one mistake and you're in the water minus a life. When you



reach a waterfall, jump off the log and collect a few pick-ups, bearing in mind getting back onto the logs is tough. In the main part of the caves, there's a knight skeleton — he's invincible so jump over him and run! On the final section are a load of falling boulders. Avoid them, anticipating their bounces.



Level 3: *Escape from the caves*

The first section is set above a lava stream. The small, shaking platforms cause problems with timing



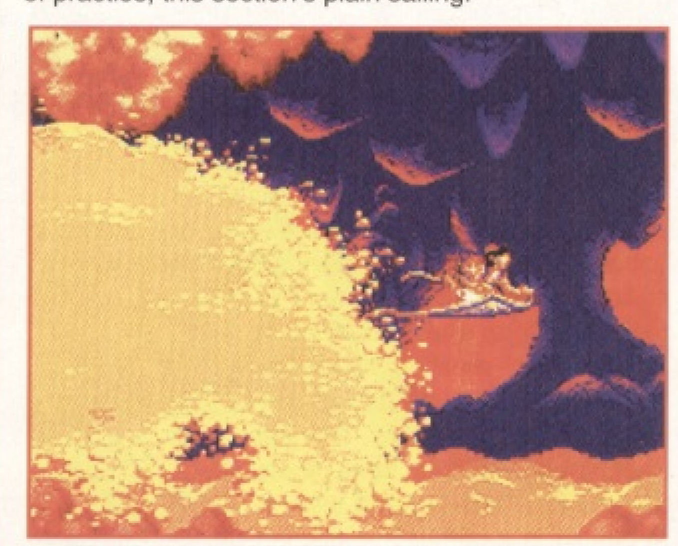
jumps, because after they stop shaking they rise up on a lava jet — jumping on them is difficult. Counter this by jumping onto them early so they rise with you



on them. Fireballs flare up from the lava, touching them has a two-fold effect. First you lose an energy



heart, and second the hit knocks you backward, usually into burning lava. Anticipate their movements as best you can. The final area is on a flying carpet. Hitting either the top or the bottom of the tunnel results in losing a life, as does contact with the pursuing wave of lava. Stay quite close to the front of the screen but not too close, so you're to judge where the cave goes next. After a bit of practice, this section's plain sailing.



Level 4: *Genie's lamp*

This level has no 'floor', so falling from a platform means instant death. Successful completion of this



level means mastering the jumping and vaulting techniques. The first obstacles are the vertically-moving platforms with the genie face on them. Judging jumps is crucial and takes a little practice — a good rule is never jump on to a platform above the

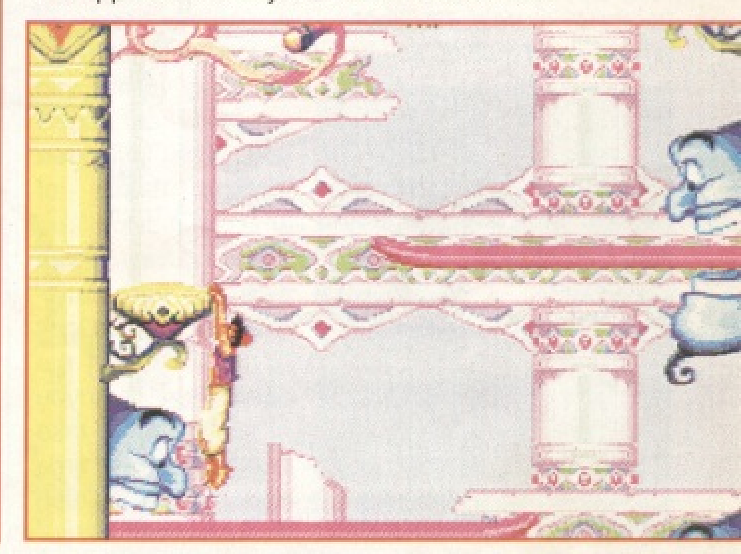


one you're on. The hardest part of the level occurs when reaching a seemingly impassable gap. The genie appears and makes either a cloud, a playing card (which can be vaulted on) or a swinging pole. Jumping from these is easier than it sounds — don't jump from the platform you're on until you know what the next ledge is and moderate your jump accordingly. Before long, you encounter whirlwind-like characters — avoid like the plague, they try and knock you off the platforms and can't be killed. Either vault on top of the rising balloons or grab onto the handle underneath and use as a swinging post — the swinging technique is definitely recommended! The



square blocks with the genie's face on fall away as soon as you step on them, so don't hang around — jump off the platform too early and you'll miss the next one.

The final area is a vertically-scrolling section. Jump from the tongues moving back and forth without falling to your death. Don't rush — this usually ends in you falling down to the bottom of the level. Use apples to kill any troublesome enemies.



Plok

Removes country protection on US version for use on a UK machine. OODBD4FO & 0080300

Infinite lives 7EO76805

Unlimited energy 7E0806AO

Level select. Replace XX with 00-28 7E0848XX

Rock & Roll Racing

Allows you to play the US version on a UK machine 00800300 & 00804483

Replace X with number of laps you wish to race 7EOEF10X

Unlimited plasma rifle 7E0E9505

Unlimited bear claw mine 7EOE9905

Unlimited jump jets 7EOEAD05

Zombies Ate My Neighbours

Player one has infinite:

Squirt gun 7E1CCC99

Fire extinguisher 7E1CCE99

Martian bubble gum 7E1CD099

Weed-eater 7E1CD299

Soda pop cans 7E1CD899

Ancient artefact 7E1CD499

Tomatoes 7E1CDA99

Ice pops 7E1CDC99

Plates 7E1CE099

Silverware 7E1CE299

Football 7E1CE499

Flame thrower (new weapon) 7E1C3699

Keys 7E1DOC99

Speed shoes 7E1DOE99

Monster potion 7E1D1099

Ghost kid 7E1D1299

Random potion 7E1D1499

First aid kit 7E1D1A99

Pandora's box 7E1D1C99

Skeleton keys 7E1D1E99

Decoys 7E1D2099

Energy 7E1CB80A

Player two has infinite:

Squirt gun 7E1CEC99

Fire extinguisher ▶

Level 5: *Pyramid*

Probably the most difficult level, the main reason being there are streams of sand falling from the pyramid which push you off the end of a platform, so



be careful. The main enemy is the sand bats forming from sand wells located around the stage — kill them with either a well-timed vault or an apple. The archers here are more accurate, so it's difficult to avoid their arrows. Kill them as soon as possible. There are loads of secret items around, so take time to look for them — a rug is found to the right and up from the start position. The sand pushes Aladdin back, making jumping on small platforms very difficult, so be careful — taking your time is the key. The second-last section features rotating platforms, making jumping from one to the



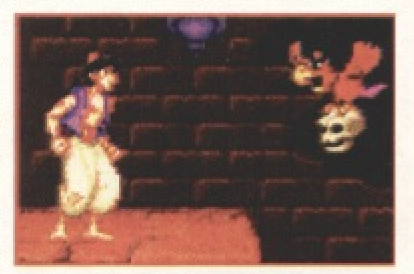


next very difficult, and falling loses a precious life because there's no floor. This requires loads of practice and a bit of luck with the platform movement, so keep trying and timing is all important. The last area features loads of chains moving up and down with swinging posts attached to them. Don't hit the spikes at the bottom, they rob you of a heart — take one jump at a time and don't rush through the level.



Level 6: *Sultan's palace*

The final instalment of Aladdin's adventure is set in the evil Sultan's palace, and is surprisingly easy. Most of the baddies from earlier in the game are here. Prepare for the guards that run at you, the vault is still the best way to dispose of them. The flying pots from the Pyramid make a reappearance, but this time they home-in on you, so kill them right away with an apple. Parrots fly across the top of the level, dropping deadly skulls. Both inflict damage, so either kill the parrot before he drops a skull or wait for him to drop it and kill the skull. The next section's full of





rising fire so don't fall in — there's only one chance to get out! You can alter the moving platforms' course by pulling the levers. Experiment to get the platform where you want it.

The first meeting with the Sultan is fairly easy, as he only has three forms of attack. The first is lightning, he fires three shots and the best way to avoid them is to crouch in a corner. His second attack is to launch four flying pots at you and swoop past, avoid him as he flies toward you and kill the pots with well-timed apples. Use his final attack to nail him. He throws a cane down that shoots deadly lightning horizontally across the screen. Jump onto the cane and vault up, if timed well the Sultan is swooping down and you hit him on the head. Repeat this process until he bites the dust (for now, that is!).







Final battle

The final battle is tougher than the last encounter, but still not that tricky. He turns into a giant snake, and the ground you stand on is his body, with fire underneath. Stay to the left of the screen, it's the safest place. When his body drops into the lava, jump. If timed right, you land as his body reappears, saving you from being hit. This tactic is crucial to victory so get it right quickly. He also fires eggs, destroy them with apples. You can jump on them, but the bounce is uneven and can cause problems. Before long he grows impatient and lunges headfirst — this is his moment of weakness. Quickly jump on his head, repeating this until he dies. Don't rush in — wait for him to come to you, as there's no time limit.





Victorious at last! Now the crazed Sultan is defeated, you and Abu can rest in peace — until next month, and another complete solution...

7E1CEE99
Martian bubble gum
7E1CF099
Weed-eater 7E1CF299
Soda pop cans
7E1CF899
Ancient artefact
7E1CF499
Tomatoes 7E1CFA99
Ice pops 7E1CFC99
Plates 7E1D0099
Silverware 7E1DD299
Football 7E1D0499
Flame thrower
7E1D0699
Keys 7E1D2C99
Speed shoes 7E1D2E99
Monster potion
7E1D3099
Ghost kid potion
7E1D3299
Random potion
7E1D3499
First aid kit 7E1D3A99
Pandora's box
7E1D3C99
Skeleton keys 7E1D3E99
Decoys 7E1D4099
Energy 7E1CBOAO

Run Saber

Infinite lives 7E1F2303

Spiderman And The X Men

Infinite energy
7E10F880
Infinite lives 7E010003
Gives Gambit infinite
lives 7E119EE8
Gives Gambit infinite
cards 7E11A0334
Gives Wolverine infinite
energy 7EOB297F
Gives Spiderman,
Cyclops and Wolverine
unlimited energy bar
7E10F880
Lives for all four eg enter
7E010070 for 99 lives
7E0100XX
Gives Storm infinite
bubbles 7EOB297F
Gives Gambit infinite
Jokers 7E11A202
Gives Gambit infinite
energy bar 7E119E68
Gives Storm infinite
whirlwinds on the last
level 7E11A202 ■

"To get this p★★★★d takes ages"

Lambrusco, sheep.



The Guide

The Guide is... every tip and code you've ever needed, the complete games directory, the place to buy, sell or swap games. For more information call 0584 875851.

The Code Collection



Here it is — the second half of the biggest tips extravaganza in any SNES magazine around.

This month, all the latest hints, tips and cheats for games N-Z. Enjoy...

NBA ALL STAR CHALLENGE

123B3FOD Player 1 cannot score on 1-on-1, free throw or tournament stages
A2391FOD & A237176D Player 1 cannot score in 3-point shootout
A23F176D & A23D1FAD Player 2 cannot score in 3-point shootout
These codes work on 1-on1 and 1-on-1 Tournament modes only:
A2C63F07 & 6DC63DA7 Stop shot clock
DFC334D7 & D4C33DA7 12-second shot clock
DOC334D7 & D6C33DA7 48-second shot clock — after the 1st clock

NHLPA HOCKEY

Here are codes for the final rounds of the game:
Minnesotta V Washington
H5J3V79RM4ZVHW2P
Winnipeg V New Jersey
H5L19CY59FPZPT22
Buffalo V St Louis
BN7Y34ZSP46DIT4R
Washington V Los Angeles
DHYLKFDGB0B402SP
Quebec V Vancouver
HZ2B48N9HY55MK8W
Chicago V New Jersey
HFPY7KLT9VXYCFV1
New Jersey V Toronto
C4Z358NMFJG3JMK0
Calgary V Montreal
FZV795XCZ344SNSM
Boston V Chicago
B14J9LOYLTCP9LDS
Vancouver V Quebec
G75X97V90T0M6MNY
Vancouver V Boston
HFNB55PZ9WLTMZSM
Edmonton V Buffalo
HL61CRJ3NX49PT3X
Boston V Minnesota
B17F5MF0ZG238V8F
Winnipeg V New York
HTPTRGHGWB79VHZP
Detroit V Buffalo
FFB1LC1K10YZW0V2

NHLPA HOCKEY '93

Another superb EA sports game. One of the best two-players in the whole of video gamedom, NHLPA can be mucked around with rather nicely with these time-warping Game Genie codes. Now get out and get some ankle-slashing action!
Period clock runs faster F11604776
Period clock runs slower DO604776
Period clock runs much faster OD604776
Period clock runs much slower DF604776
Period clock is frozen (No time limit) C2694D86
Each period lasts:
1 minute 7AE84D98 & DDE84DB8
3 minutes 56EA4D98 & DDE84DB8
4 minutes 80E84D98 & DDE84DB8
15 minutes 60E84D98 & DDE84DB8
30 minutes D6E84D98 & DDE84DB8
40 minutes 1DE84D98 & DDE84DB8
60 minutes FDE84D98 & DDE84DB8
All penalties last:
1 minute DF313F64 & CB313FOF
4 minutes D0313F64 & CB313FOF
7 minutes D5313F64 & CB313FOF
9 minutes DB313F64 & CB313FOF

OUT OF THIS WORLD

Level codes are:
1: FXLC 2: KLFB 3: DDRX 4: HRTB 5: BRTD
6: TFBB 7: TXHF 8: CKJL 9: LFCK

PAPERBOY 2

To make your route harder go to the options screen on the player-selection screen and enter 6479 by pressing [RIGHT] on the joypad.

PARODIUS

For full power and options, pause the game, and then press [B], [B], [X], [X], [A], [Y], [A], [Y], [UP], [L] and [START]. This can be used only once per stage.

To become invincible, pause the game, press [L], [R], [UP], [X], [R], [A], [L], [Y], [DOWN], [B], [A], [Y], [A], [Y], [R] and [START]. To quit invincibility (if you must), use the suicide command.

For three Super Bombs, pause the game, and press [X], [X], [X], [B], [B], [Y], [Y], [Y], [A], [A], [A], [L], [R], and [START].

To commit hara-kiri — suicide — enter the now-familiar Konami command. Pause the game, press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A] and [START]. Kablooey! You're dusted the same way by substituting [L] and [R] respectively for [L] and [R].

And the best cheat of the lot: stage-select and invincibility. At the player-select screen, move the cursor to Big Viper and press [UP], [L] and [X] together and hold for 15 seconds — the stage-select screen pops up. Choose a level and press [START]. For invincibility fully powered-up and fitted with all options, set 'MUTEK' to 01.

Here are some excellent Game Genie codes for this excellent game.
Infinite lives 3C8OD7OD
Extend lives up to 15 FDB96FA6
Start new life at speed 2D486A764
Start new life at speed 3D486A764
Start new life at speed 4DO86A764
Always start new life with a power-god DD84DF67
2 units of optin when first activated 628BADA4
Start each new life with a shield 628BAF64
Never lose power gods (turn off blizzard mode) 4A37A76F
Start on:
Level 2 6C676DAF & 10676FDF & D4676DDF
Level 3 6C676DAF & 10676FDF & D7676DDF
Level 4 6C676DAF & 10676FDF & DO676DDF
Level 5 6C676DAF & 10676FDF & D9676DDF
Level 6 6C676DAF & 10676FDF & D1676DDF
Level 7 6C676DAF & 10676FDF & D5676DDF
Level 8 6C676DAF & 10676FDF & D6676DDF
Level 9 6C676DAF & 10676FDF & DB676DDF
Level 10 6C676DAF & 10676FDF & DC676DDF

PILOTWINGS

Flight Area 2: 985206
Flight Area 3: 394391
Flight Area 4: 520771
Secret Command 1: 108048
Flight Area 5: 400718
Flight Area 6: 773224
Flight Area 7: 165411
Flight Area 8: 760357
Secret Command 2: 882943

PIT FIGHTER

7E1124A0: Unlimited energy

POCKY & ROCKY

Infinite lives for Pocky 7E006A03
Infinite lives for Rocky 7E006B03
Infinite Smart Bombs for Pocky 7E006601
Infinite Smart Bombs for Rocky 7E006701

POPULOUS

To warp to any stage, choose a conquest game and select the pause icon. Move the cursor to the world map and hold down [L] and press [A]. Next, hold down [R] and press [Y], [B], [X], [A] and [SELECT]. Release [R] and select Armageddon. Enter the setup menu and choose Conquest. Inside the Conquest menu, press [X] and [B] to select any level.

To get full power, press [A] then [B], hold [LEFT] and press [RIGHT], press [A] [B] [X] in that order, and hit [SELECT].

PRINCE OF PERSIA (JAPANESE VERSION)

7E05 0805: Infinite energy — if you fall on spikes or anything similar, move the switch to the inactive position (on the cartridge). This enables you to restart.

PRINCE OF PERSIA

Here's a list of leve codes...

1: J5G3KPA	2: ATAKAZL
3: JZC1IJ4	4: Y3NAQN4
5: JETA5B4	6: QFZ5C3W
7: 4NV55AJ	8: A1SV5QZ
9: 4U3VAU6	10: INEZYNG
11: RLOZI1V	12: 3CD4W3C
13: NWJPILY	

Go to the password screen and enter SPECIAL; when it's rejected, cancel it and start again. Now pause and press [B], [Y], [UP], [DOWN], [LEFT], [RIGHT], [L] and [R]. If this is done correctly you'll hear a noise. Now hold [START] and press [SELECT] to get a level select.
Freeze timer: 6D320FA1
Start with two health points: D43004A5
Start with four health points: D03004A5
Start with five health points: D93004A5
Start with six health points: D13004A5
Start with seven health points: D53004A5
Start with eight health points: D63004A5
Start with nine health points: DB3004A5
Start with 15 health points: FD3004A5
Non-fatal injuries do no damage: BAA6ADA5
Non-fatal falls do no damage: 43C96D61
Non-fatal falls do more damage: D4C16701
Falls do no damage (except onto spikes): 6Dc06701
All enemies have one health point:
C260A701+DF6CDFA0
all enemies have two health points:
C260A701+D46CDFA0
All enemies have three health points:
C260A701+D76CDFA0
All enemies have four health points:
C260A701+D06CDFA0
All enemies have five health points:
C260A701+D96CDFA0
All enemies have ten health points:
C260A701+DC6CDFA0
Enemies drop dead immediately: BA69ADA1
Start on level 2: DFB7D46E
Start on level 3: D4B7D46E
Start on level 4: D7B7D46E
Start on level 5: D0B7D46E
Start on level 6: D9B7D46E
Start on level 7: D1B7D46E
Start on level 8: D5B7D46E
Start on level 9: D6B7D46E
Start on level 10: DBB7D46E
Start on level 11: DCB7D46E
Start on level 12: D8B7D46E
Start on level 13: DAB7D46E
Start on level 14: D2B7D46E
Start on level 15: D3B7D46E
Start on level 16: DEB7D46E
Start on level 17: FDB7D46E
Start on level 19: F4B7D46E
Start on level 20: F7B7D46E

PUGSLEY'S SCAVENGER HUNT

a. DDEDD76D: Start with one heart
b. DFEDD76D: Start with two hearts
c. DOEDD76D: Start with five hearts (only shows three)
d. C9CC44AD: Infinite hearts
e. DDEDD40D: Start with four lives
f. DBEDD40D: Start with 16 lives
g. 7DEDD40D: Start with 64 lives
h. DDB61FA7: Infinite lives
i. D9C9476D: Each dollar worth five
j. 49C9476D: Each dollar worth 25
k. DDBOC767: 100 dollars brings no reward
l. D4BOC767: 100 dollars gives two extra lives
m. 3BA537D4 & D9A53704: Jump higher
n. 3BA537D4 & D5A53704: Jump a lot higher
o. 3BA537D4 & DBA53704: Jump even higher

PUSHOVER

Try these level codes for the entire 100 levels of the game!
Level 1: 00512, Level 2: 01536, Level 3: 10124, Level 4: 03072, Level 5: 03584, Level 6: 02560, Level 7: 02048, Level 8: 06144, Level 9: 06656, Level 10: 07680, Level 11: 07168, Level 12: 05122, Level 13: 05634, Level 14: 04610, Level 15: 04098, Level 16: 12290, Level 17: 12802, Level 18: 13826, Level 19: 13314, Level 20: 15362, Level 21: 15878, Level 22: 14854, Level 23: 14342, Level 24: 10246, Level 25: 10758, Level 26: 11782, Level 27: 11270, Level 28: 09222, Level 29: 09734, Level 30: 08718, Level 31: 08206
Level 32: 24590, Level 33: 25102, Level 34: 26126, Level 35: 25614, Level 36: 27662, Level 37: 28174, Level 38: 27150
Level 39: 26638, Level 40: 30734, Level 41: 31246, Level 42: 32270, Level 43: 31758, Level 44: 29726, Level 45: 30238, Level 46: 29214, Level 47: 28702, Level 48: 20510, Level 49: 21022, Level 50: 22046, Level 51: 21534, Level 52: 23582, Level 53: 24094, Level 54: 23070, Level 55: 22558, Level 56: 18494, Level 57: 19006, Level 58: 20030, Level 59: 19518, Level 60: 17470, Level 61: 17982, Level 62: 16958, Level 63: 16510, Level 64: 16511, Level 65: 17023, Level 66: 18047, Level 67: 17535, Level 68: 19583, Level 69: 20095, Level 70: 19071, Level 71: 18559, Level 72: 22655, Level 73: 23167, Level 74: 24191, Level 75: 23679, Level 76: 21631, Level 77: 22143, Level 78: 21247, Level 79: 20735, Level 80: 28927, Level 81: 29439, Level 82: 30463, Level 83: 29951, Level 84: 31999, Level 85: 32511, Level 86: 31487, Level 87: 30975, Level 88: 26879, Level 89: 27647, Level 90: 28671, Level 91: 28159, Level 92: 26111, Level 93: 26623, Level 94: 25599, Level 95: 25087, Level 96: 08703, Level 97: 09215, Level 98: 10239, Level 99: 09727, Level 100: 44543

Q*BERT

Go to the options screen, press [L] and [R] and let go. A programmer screen appears and by pressing select you can change the background. Press [START] to return to the options screen. It's a wacky cheat but fun to try out!

RAIDEN TRAD

The credit codes at the end of the list may cause your plane to look funny for the first few moments of the game.
Both players start with
1 life B68DD76F
7 lives 8BBDD70F & 60BDD76F
9 lives 8FBDD70F & 62BDD76F
Infinite lives — player 1 3CBDDD7
Infinite lives — player 2 3CB50467
Invincibility — both players DDEF0F1B
Player one start with:
0 bombs CEBFD7AF & 62B4DDDF
6 bombs 91BFD7AF & 6BB4DDDF
9 bombs 8FBFD7AF & 62BDDDF
Player two:
0 bombs CEB7D7DF & 62B7D7OF
6 bombs 91B7D7DF & 6BB7D7OF
9 bombs 8FB7D7DF & 62B7D7DF
Start with:
1 credit DDBF6F6F
3 credits D4BF6F6F
4 credits D7BF6F6F
5 credits DOBF6F6F
6 credits D9BF6F6F
7 credits D1BF6F6F
8 credits D5BF6F6F
10 credits DBBF6F6F
Player one's replacement planes carry:
0 bombs CEB7DGD7 & 62B7DF07
6 bombs 91B7DFD7 & 6BB7DF07
9 bombs 8FB7DF07 & 62B7DFD7
Player two's replacement planes carry:
0 bombs CEBCO707 & 62BCO767

6 bombs 91BCO707 & 6BBC0767
9 bombs 8FBC0707 & 62BCO767
Both players — infinite bombs 3CEA6D64

RAMPART

If you want to test your mettle on the Viking stage enter **H PPYJ Y**. If you're lucky enough to own an Action Replay cartridge enter 7E0A5A03.

RANMA 1/2

In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the stage-select menu, press [R], [X] and [A] together. The debug menu comes up and you can freely choose competing characters.

To play yourself, hold down [L] and [R] and press [UP] on control pad one, then press [START]. To enter configuration mode, hold down [L] and [R] on both joypads and select two-player at the main menu. You can choose all the players including Happy (the bonus-stage dude!) and alter the players' stats. Press [SELECT] to change the scenery.

To select any of the eight players, go to one-player mode, hold [L] and [R] and select with [LEFT] and [RIGHT].

RANMA 1/2 PART II

To control the end of game boss characters in one-player mode, highlight the one-player game on the title screen and press [UP], [RIGHT], [DOWN], [LEFT], [UP] and [SELECT]. You'll hear a voice if it's worked and away you go.

RIVAL TURF

Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHRCONF — you enter a character configuration screen that allows you to change the names.

ROAD RUNNER'S DEATH VALLEY RALLY

Invincibility: 7EIF IEO6
Unlimited turbo boosts: 7EIF ID2O
Infinite lives: 7EIF 2OO2

ROBOCOP

For unlimited continues, wait until you use your last continue and the game freezes. Then press [SELECT], [START], [B] and [A] at the same time. for another continue. Repeat the process infinitely!

ROBOCOP 3

To top up your power supply in the middle of a level, press [START], then press [SELECT] three times. This should give you a full power supply.
7E02AC01: Start from sublevel
7E02AC02: Start from sublevel
7E02AC03: Start from sublevel
7E02AC04: Start from hidden treasure boxes
7E02AC05: Start from hidded general stores
7E02AC06: Start from where the magic cape is
7E047738: Unlimited energy
If you start off with the costumes, change to normal Mickey in order to pick up the cape on level 2.

ROCKETEER

Try the following passwords:
490-629-312, 435-765-818, 775-454-215, 318-469-417, 040-473-312

ROYAL RUMBLE

7E06423A: Infinite energy
7E021E07: Don't get counted out .
Just before the LJN logo comes up there is a lot of writing. As this comes up, keep pressing the Y&B buttons together repeatedly until you hear a noise like someone being punched.
Then pick any of the options (ie singles, tag team etc)
When the bout begins, punch your opponent TWICE and his energy vanishes, leaving you to pin him.

RUN SABER

7E1F2303 for infinite Lives

SHADOWRUN

Infinite cannons 7E0A509
16 Million Nuyen 7E3COFFF
Infinite Karma 7E3C11DD

SIM CITY

Spend all your money, set the tax rate at zero and wait until the end of the year. When the budget screen appears, hold down [L] and exit the screen. Quickly reenter the budget screen (still holding [L]) and boost all your funding levels to 100%. Hey Presto! $999,999 is yours. Don't spend it all at once!
Get down to some special effects with these mind-blowing Game Genie codes !
FDC36DA4 10 green jemeralds for an extra life
9DC36DA4 50 green jemeralds for an extra life
DDC36F04 Each green jemerald gives an extra life
5D66DFA7 Slower timer
F366DFA7 Faster timer
6DCBA404 & 6DCCA4D4 Die when touched
DD6BDF07 Infinite time
D46BDF07 Time goes by twice as fast
D06BDF07 Time goes by four times as fast
D72C26704 Each green jemerald is worth 3
DBC26704 Each green jemerald is worth 9
FBC26704 Each green jemerald is worth 19
49C26704 Each green jemerald is worth 25
DDCAADO4 & DDBB6D61 Infinite lives
Start with:
DF83D765 1 life
D783D765 3 lives
DB83D765 9 lives
FB83D65 19 lives
9AD83D765 50 lives
BB83D765 99 lives

SKULLJAGGER

7E17C305: Infinite lives
7E0AE50X: Gives X red crystals
7E17C20X: Gives X green crystals

SKY MISSION

Try these passwords and take to the sky.
Marcel LeBlanc
FGYHMBL! nG!xF!
r5xKDJC2pf!V
HCcMJ6!brG!v!
VrBPWPBHvW! Z
T!LRLRLwBBF!B!
sYOWDcG!QBwL (Ace)
Fz!LDFY!PIL!c (Military Medal)
G!YDZhIPC!!n!4G
hBWOJHj3BH!Q (Croix de Guerre)
Last few codes
BwMIBk
mKCBw!G (Last Red Baron level)

SMARTBALL

When the title screen appears with the words 'Push start button', press [UP], [UP], [DOWN], [DOWN], [L], [R], [L], [R], [B], [A], [SELECT] and [START]. This takes you to stage 4-A.
Try this selection of codes for this cute action game. Choose from codes that add extra lives, give protection, and add jumping power. If you're good enough, you can try mastering the game with the first code.
D96D676D Start with 5 lives
DC6D676D Start with 10 lives
FB6D676D Start with 25 lives
746D676D Start with 50 lives
176D676D Start with 99 lives
C2B90FOD Infinite lives
C2BEA467 Protection from most enemies
C26604A7 Infinite red balls on pick-up
7762040D & DE620FAD Go to any level
ECC3DF6D Super jump
E1C3DF6D Mega jump

SMASH TV

To warp to any level go to the player-select/options screen and enter [RIGHT], [RIGHT], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and the level select menu appears. Choose the level where you want to start.

If you fancy the ultimate challenge, play at turbo speed! Go to the options screen and enter [LEFT], [RIGHT], [LEFT], [UP], [R], [R].
To warp to any level go to the player-select/options screen and enter [R], [R], [UP], [DOWN], [R] and [L]. If you've entered the sequence correctly, 'bingo' sounds and a level-select menu appears. Choose the level where you want to start.

To play at turbo speed, go to the options screen and enter [L], [R], [L], [UP], [R], [R].

SOUL BLAZER

Type in 7E1B 8810 for 16 life points once you reach 1,000 experience points.

SPACE MEGAFORCE

7E015202: Unlimited bombs
7E015702: Infinite lives

SPANKY'S QUEST

Here are the passwords to the first six levels of this great platform/puzzle game.

SPIDERMAN AND THE X MEN

7E10F880: Unlimited energy
7E010003: Infinite lives
7E063600: Gives Spiderman much higher jumps

STARFOX/STARWING

OBD2F4XX: Number of Nova Bombs to start with
OBE2156B: If dead 'Stops and Hovers'
OBD2DAD: When killed damage is not repaired
1FD1466B: Stops all shooting
OBEO73XX: Change Nova Bombs to other weapons
24=Normal, try 22.
OBE115XX: Change laser to other weapon.
OBEOE4DO: Full fire power
O3AC6760: Removes the pictures from the map Screen.
Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up. Play the game and get a score of over 15,000 points. After losing your last craft, at the continue menu press either [DOWN], [Y] or [B] on controller two to change the displayed character. Controller one can be used to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

STREET FIGHTER II (JAPANESE VERSION).

Effects may vary using UK or USA versions.
Magic throws player one: 7EOE6000
Magic throws player two: 7EOC6000
Mess player one: 7EOC580
Mess two player: 7EOE1580
Good dragon punch player one: 7EOC2E00
Small jumps dragon punch player two: 7EOE2EOO
Player one gets hit without being touched: 7EOCO3OE
Player two gets hit without being touched: 7EOE03OE
Gravity pulls left (jump only) player one: 7EOC3OF6
Gravity pulls left (jump only) player two: 7EOE30F6
Player one is invincible: 7EOC2BBO
Player two is invincible: 7EOE2BBO
Player one loses all his energy then becomes invincible: 7EOC2BOO
Player two loses all his energy then becomes invincible: 7EOE2BOO
Two special moves at once for player one: 7EOD8000
Disappearing dragon punch for player one only: 7EOD8001
Character fights back on his own! 1 player : 7EOCO3OA
Character fights back on his own! 2 player: 7EOE030A
Sprite lock — player one: 7EOC030B
Sprite lock — player two: 7EOE030B
Not there. — player one: 7EOCFB63
Not there. — player two: 7EOEFB63
Invisible. — player one: 7EOCOOOO
Invisible. — player two: 7EOEOOOO
Player one only faces left: 7EOC1400
Player two only faces left: 7EOE1400
Player one only faces right: 7EOC1450
Player two only faces right: 7EOE1450
Character is upside-down, amusing dragon punches — player one: 7EOC1480
Pick Red Ken and look at his suit! one player: 7EOC1485
Pick (upside-down) Red Ken and look at his suit! — player two: 7EOE1485
Player two same as above and pick Ken/Ryu and stand in front of Guile's box or bison's statue : 7EOC16D1
Sprite lock — player one: 7EOC1711
Sprite lock — player two: 7EOE1711
Gibberish — player one: 7EOC1950
Gibberish — player two: 7EOE1950
Weird one — player one: 7EOC18FF
Weird one — player two: 7EOE18FF
SFII logo moved to left-hand side: 7EOOB313
When tripped up or die you get burnt — player one.: 7EOCF207
When tripped up or die you get burnt — player two.: 7EOEF207
Background disaster. Try hondas level: 7EOO0621
Slides when being hit — player one: 7EOC8655
Slides when being hit — player two: 7EOE8655
No energy bar! Player one has new colours *: 7EOCOD5D
No energy bar! Player two has new colours *: 7EOEOD5D
Players travel at slow speed and player one can't be hit.: 7EOLOOF6
Same as above for player two: 7EOEOOF6
Mini-sprite mess. — player one: 7E05OA74
Sprite mess! both players: 7EO5O5AO
Background mess: 7EO5032O
Newish foreballs. Ken has a new face when he blocks (standing): 7EO526D3
* Occasionally the energy bar is two orange strips.

STREET FIGHTER II

If you can't wait for *Street Fighter II Turbo*, try these SNES Action Replay codes.
7EOC 3680: Dhalsim's teleport (use Left and Right)
7EOD 9B6A: Ryu/Ken's air hurrcane (use Down)
Paul Smith, Stourbridge, West Midlands
7EOC6001: Speed Fighter! Speeds the game up to double speed.
7EOCB200: Allows all special moves for player one to be done in midair
7EOEB200: Allows all special moves for player two to be done in midair
7EOCD002: Player one needs only one win to go through to the next round
7EOED002: Player two needs only one win to go through to the next round
7EOED10X: Player one can play any enemy all the way through the game. Using the numbers 0-9 and AB for X selects the appropriate bad guy.
7EOCD10X: Same as above for player two
To get Championship Edition, press [DOWN] and [R], then [UP] and [L], then [Y], [B], [X], [A] when the title screen showing Capcom appears (before the *Street Fighter* logo!). You've only got about a second and a half to enter the cheat. If it works you hear a ping and the screen turns blue.
7EOC 2BBO: Infinite energy
7E1A C899: Infinite time
7EOC EBBO: Infinite energy player one
7EOE 2BBO: Infinite energy player two
7EOC ODOO: Same player in same colour (normal colour, player one)
7EOE ODOO: Same player in same colour (normal colour, player two)
7EOC OD20: Same player in same colour (championship edition colour, player one)
7EOE OD20: Same player in same colour (championship edition colour, player two)
7EOC 35BO: Silly mode (player one)
7EOE 35BO: Silly mode (player two). To get player down, turn switch down.
7EOB F220: Both be the same player

STREET FIGHTER II TURBO

To boost the maximum turbo setting from four to a massive ten, input the Capcom cheat, which is [DOWN], [R], [UP], [L], [Y], [B], [X], [A] when the Capcom logo appears, and keep repeating it until the word 'turbo' flashes across the screen. If you have done this correctly you're able to put the turbo settings right up to ten.

You can also disable all the special moves in the game for the human player, making it much tougher to complete. To do this input the good old Down, [R], Up, [L], [Y], [B], [X], [A] cheat when the Capcom logo appears — as in the original game — and you should hear a ping.

To give yourself the advantage in a two-player battle, it's possible to turn off specific special moves of either player. For example, you could take the Dragon Punch and fireball attack away and leave your opponent with only Hurricane Kicks! To execute this cheat, in two-player mode on the country select screen get pad two and key in [DOWN], [R], [UP], [L], [Y], [B], [X], [A]. A screen now scrolls from the right and you can toggle all the special moves for your chosen characters.

On some Game Genies some of these codes may change when you return to the codescreen by pressing reset, THIS IS NORMAL. There is no need to alter them again — you can restart the game using the modified code.
Start with:
90 seconds on clock BDA3176D
70 seconds on clock 5DA3176D
50 seconds on clock 9DA3176D
30 seconds on clock 7DA3176D
10 seconds on clock FDA3176D
3/4 of maximum energy 6091E76D
1/2 of maximum energy 9691E76D
1/4 of maximum energy 4A91E76D
First bonus round is:
99 seconds BBAE1DDD
80 seconds 6DAE1DDD
60 seconds 1DAE1DDD
20 seconds 4DAE1DDD
Second bonus round is:
99 seconds BBAE1D6D
80 seconds 6DAE1D6D
60 seconds 1DAE1D6D
20 seconds 4DAE1D6D
Infinite time DD057F04
Most attacks do no damage (except throws) 891F84AD
Throws do no damage C7347405
First throw does more damage, others do less FO347405
Do some special moves in the air DDF17D60
With above code, Vega's wall climb may pause the game.
Players can walk through each other DD3FEFAD

STRIKE GUNNER (STG)

7E023A03: Infinite lives player one
7E024403: Infinite lives player two
7E023F03: Weapon energy player one
7E024903: Weapon energy player two

SUPER ADVENTURE ISLAND

7E030D05: Infinite lives
7E0D6C20: Unlimited energy. Turn off the Action Replay for a few seconds at the end of level for bonus.
7E030D02: Infinite lives

SUPER ALESTE

7E015203: Bombs
7E015702: Infinite lives.
7E015203: Unlimited smart weapons.
7E006EOX: Selects weapon. X denotes weapon wanted -1 ie, to select missiles which are number 5 enter X as 4.
7E006FOX: Weapon selected power-up level. The value of X is 0-6.

NOTES ON THE ABOVE

(i) If a weapon level of 2 or above is selected and the enable switch is left on [up], your ship is indestructible.
(ii) To gain the correct weapon and level enable the action replay;
(a) before starting the game
(b) right after being destroyed
(c) at the end of the area
or the weapon may not act or power-up as expected.
(iii) Mix weapons for weird results: set 7E0006E02 and 7E006F06 and leave the switch enabled [UP]. Then select a sprite weapon power-up during play and watch the twin weapon (level 6 circles and sprites!).
7E0152XX: Bombs available. Maximum value is FF (9225), but to display the number correctly don't exceed 99 as the value for XX
7E0153XX: Number of enemy erasers collected. By setting XX to FF you never have to restart at the beginning of an area, you just continue.
7E015404: Changes the appearance of missiles when using weapon 5.
7E0157XX: Lives available. Maximum value is FF (255) but to display the number correctly don't exceed 99 as the value of XX.
7E01580X: Ship speed. Values 0-3 for X are normally selectable. 4=very slow, 5=very fast and 6=no movement.
7E0242XX: Area (level select)
Standard Game XX=00-11(17 decimals) 18 levels
Short Game XX=00-07 (8 levels)
Level 6 gives strange sound FX
In both games XX=00 will play area 0.
To continue after the level is complete, disable the action replay before the level ends.

SUPER BATTLE TANK

Fire your gun at any target, and as soon as the target flashes press [START] and [PAUSE]. The target continues to flash. Pretty soon you're able to destroy anything with just one shot from your gun.
7E049E42: Unlimited 120mm cannon
7E04A001: Unlimited laser-guided missiles
7E006700: Clear player's tank damage when Action Replay is turned on
7E05C4FF: Unlimited fuel
7E04A296: Unlimited machine gun
7E00250X: Start from level X+2 — for example, if you enter X as 4 you start from level 6

SUPER DOUBLE DRAGON

Here's a ruddy cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credit=1' above each player, press the [START] on both joypads at the same time.

As if by magic you both come back to life and can share seven credits — wicked!

7E00DC02: Unlimited lives. When you leave Action Replay the screen corrupts for a few seconds — don't worry, it hasn't crashed!
Battle your way through this game with these mind-numbingly splendid Game Genie codes.
DF8B04DB Start with 1 credit — 1 player game
9B8B04DB Start with 9 credits — 1 player game
DF8B07OB Start with 1 life — 1 player game
D18B07OB Start with 6 lives — 1 player game
DB8B07OB Start with 9 lives — 1 player game
4A8B6DA5 Infinite lives — Player 1
DF88070B Start with 1 credit — 2 player game
DB88070B Start with 9 credits — 2 player game
DF8AOD6B Start with 1 life — 2 player game
D18AOD6B Start with 6 lives — 2 player game
DB8AOD6B Start with 9 lives — 2 player game
4A8B6705 Infinite lives — Player 2
DDBOD725 Dragon power increases faster
D7CODD90 Prolonged maximum Dragon Power

SUPER EDF

To become invincible pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [L] and [R].

SUPER EMPIRE STRIKES BACK

Infinite lives 7E01AC05
Infinite energy 7EOCF620
Infinite energy for Taun Taun (you'll need to turn the Action Replay off to kill some of the bosses). 7EOCF841

SUPER FIRE PRO WRESTLING 2

Enter the password KPUJL 4U7N7 GZSWU R6E71 3DXI5 FIJKO ONMTC YSQWX TL to go straight into the points tournament final in one-player mode. In the championship belt tournament you come up against three wrestlers who are not in any other part of the game. Their codes are:
PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
L7GK3 XIDMC AUTQH MIRHJ
76TGF AYR4U A6LGF SPFQB
B7
Championship belt challenge
6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ
Enter 4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM
To go straight into the points tournament final in tag-team mode.
Enter the password PIIEV 2JQTZ EU6WJ HPHAN AI4NC KNOPT TSRYH 5XEP4 UU
You'll be straight into the tag-team championship belt match.
Enter the password CUV27 34KWT PL to get into the points tournament final in one-player mode.
AY3Y3 EVXED 6Q gets you straight into the championship belt match in one-player mode.
D2HZS 7S3JL 4R takes you to the points tournament final in tag-team mode and with D2PNW 3WPVT EJ you'll be straight into the tag-team championship belt match.

SUPER GHOULS 'N' GHOSTS

7E02 A402: Infinite lives
7E02 A905: Infinite time
To access the level-select, go to the options screen on your second joypad. Point the arrow towards EXIT, then press [L] and [START]. Now press [START] on joypad one.
7E044A01 Protection against enemy and bullets.
7E027602 Immune to enemy attacks.
7E1FA503 Many items.
7E14BA04 Golden armour.
7E0A5B02 Fast Monsters sometimes.

SUPER MARIO KART

When the guy in the cloud (Lakitu) floats down with the starting lights, wait for the first light to flash and then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.
By now, most are probably aware of a 'ghost' appearing in time-attack mode. Drive carefully without wiping out or going off the course, retry the same course immediately and your drive from the preceding time trial is played back by a 'ghost'.

You can compete against the 'ghost' with the same kart or any other one. Save your 'ghost' by holding [L] and [R] and pressing [A]. The 'ghost' is available for that course for all future time trials. Sadly, only one 'ghost' can be saved per course.

SUPER MARIO ALLSTARS SM1

7E172A05: Infinite lives for Mario
7E173605: Infinite lives for Luigi
7E07EB09: Unlimited time. Switch Action Replay off at the end of each level
7EO75606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SM2

7FFBO2XX: Replace XX with the required stage number
7EO75A05: Infinite lives for both Mario and Luigi
7E07EB09: Unlimited time
7E075606: Invincible plus fire, when hit makes Mario big.

SUPER MARIO ALLSTARS SMUSA

7E04EE05: Infinite lives for all characters
7E04CB3C: Always active super jump
7E04C33F: Unlimited energy
7E04E130: Invincible
7E1DE20A: No music
7E1DE2XX: Replace XX with number of tune

SUPER MARIO ALLSTARS SM3

7E073605: Infinite lives for Mario
7E073705: Infinite lives for Luigi
7E05F009: Unlimited time for both Mario and Luigi
7E1DA263: Coins are always at 99, every coin collected adds 1 to your lives counter
7E0747XX: Replace XX with number to change Mario's image.

SUPER MARIO KART

Go to the time trial option and move the cursor to the Mushroom Cup. By pressing [L], [R], [L], [R], [L], [L], [R], [R] and then [B] and you can select the Special Cup.

SUPER MARIO WORLD

To re-enter a castle press [L] and [R] simultaneously.

SUPER MARIO WORLD (UK)

7EOD B405: Infinite Marios
7EOD BE05: Infinite Luigis
7EOD C101: Infinite Yoshis for Mario and Luigi, get coloured Yoshi
7EOD C201: Infinite mushrooms (players one and two) Then turn switch up.
7EOD C202: Infinite fire flowers (players one and two)
7EOD 203: Infinite stars (players one and two)
7EOD C204: Infinite cape feathers (players one and two)

SUPER OFF ROAD

To make sure you never fail to qualify, select the two-player option but only use joypad one. Player two alway comes last (what a surprise!), enabling you to make it through to the next stage.
7E061B06 Infinite nitro.
7E062706 Full speed ups.
7E062306 Full tyres.
7E062B06 Full shock absorbers.
7E061F06 Full acceleration.
7E056313 enabling switch increases money.

SUPER PANG

Codes for extra lives and credits and codes 'r' — 't' give you more time on each level to get rid of those troublesome bouncers!!
DD610DDA + DD69A767 Start with 1 life
DF610DDA + DF69A767 2 lives
D4610DDA + D469A767 3 lives
DO610DDA + D069A767 5 lives
D9610DDA + D969A767 6 lives
D5610DDA + D569A767 8 lives
DB610DDA + DB69A767 10 lives
DDB46F04 Infinite lives
DD610DOA + DD61AF67 Start with 1 credit
DF610DOA + DF61AF67 2 credits
D4610DOA + D461AF67 3 credits
D7610DOA + D761AF67 4 credits
D9610DOA + D961AF67 6 credits
D5610DOA + D561AF67 8 credits
DB610DOA + DB61AF67 10 credits
C9BB6FA4 Infinite credits
FB8464D4 Clock runs faster
108464D4 Clock runs slower
A68464D4 Clock runs much slower
DD876DA4 Clock is frozen (Infinite time)
D42BA7DO Extra credit after 2 food items
D02BA7DO Extra credit after 4 food items
D12BA7DO Extra credit after 6 food items
D62BA7DO Extra credit after 8 food items
3C2BA460 Food items never give extra credits
DO NOT COMBINE ANY OF THE NEXT CODES
D184AD68 Double harpoon pick-up gives machine-gun
C96E6FD6 Never lose weapon (unless you pick up another)
D786DF64 + D78CD4A4 Panic mode has 2 levels
D186DF64 + D18CD4A4 Panic mode has 5 levels
D886DF64 + D88CD4A4 Panic mode has 10 levels
F986DF64 + F98CD4A4 Panic mode has 20 levels
For a level-select, go to the game-select screen and press [L], [R], [R], [L], [UP] and [DOWN].

SUPER PROBOTECTOR

In two-player mode, if one player is dead and has no lives left, he can trade in his smart bombs for extra lives by pressing [A].

If you own a rapid-fire pad, grab any two weapons (except the flamethrower). Now hold buttons [B] and [X] to fire with both guns together.

On the title screen press [DOWN], [R], [D], [D], [R], [R], [START] for 50 extra lives. To gain access to the hidden level-select on the title screen press [L], [DOWN], [DOWN]+[L], [L], [START].

SUPER R-TYPE

To get a weapon-select, go to the title screen and press [DOWN], [R], [R], [DOWN], [R], [R], [DOWN], [R], [DOWN], [DOWN], [START]. As soon as the action starts, pause and press [R], [R], [DOWN], [Y], [DOWN], [R], [DOWN], [L], [R], [DOWN], [R], [R]. Choose your laser by pressing either:
A — Air-air laser
B — Air-ground laser
X — Reflective laser
Y — Split laser
R — Shooting gun

Now press [A] for a homing missile or [X] for an air-ground missile. Happy blasting!

At the title screen, hold down the [R] button and press [UP] nine times: you'll hear a tone. Start the game, then hold down [PAUSE]. Hold [R] then press [SELECT]. Use [UP] and [DOWN] on the joypad to choose your level.
7E16E102 Infinite lives.
7E16E381 Infinite time.

SUPER SMASH TV (US)

7E053105: Infinite lives player one
7E053205: Infinite lives player two
7E189906: Weapon energy player one
7E189A06: Weapon energy player two

SUPER SMASH TV

Go to the options screen and select Easy, leave Easy highlighted and wait for a minute. Then press the [L] and [R] rapidly. You hear the word 'bingo' and get into the secret sound-test screen.

To get seven extra lives and seven extra continues, bring up the one-or-two-player-selection screen. Press [DOWN], [L], [R] and [UP]. You enter a special options screen.
To avoid fighting any enemies enter the circuit-select code — press [R], [R], [UP], [DOWN], [R] and [L] on the title screen.

When you've chosen which level you want to begin on, start the game. Before you enter the door in the next room, hold down [SELECT]. When you go into the next room all the bad guys die and after a few seconds a voice says 'let's go.' As if by magic, all the exits open.
Repeat this to complete the game.
7E053105: Infinite lives.
7E189906: don't lose weapon till you pick up another.
7E18A901: Player 1 is invincible.
7E18AA01: Player 2 is invincible.
7E1B3C03: Unlimited credits.

SUPER SOCCER

Choose a two-player exhibition game and let player one choose his team first. Player two selects any team, holding down [B] and [START], and automatically becomes the Nintendo team!
7E10F803: No opposition goalkeeper for first half

For a sound test go to the title screen and press [R] and [Y] together, then enter the password UURUDUUDLUL.

SUPER STAR WARS

At some points in the game, it's possible to access the sound test so you can listen to all the cool sound effects and those classic John Williams compositions. During gameplay, keep [A], [B], [X], [Y], and [SELECT] pressed and hit [START]. This cheat doesn't always work — for instance, the sound test screen can't be accessed when Luke's piloting the Landspeeder.
Here are a couple of cheats that may help you get through some of the tight spots. At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light sabre right away. Also at the title screen, press [Y], [Y], [X], [X], [A], [B], [X]and [A]. Unfortunately, you can't use both cheats at the same time.
7436C4AO 50 lives
1736C4AO 99 lives
C23D4467 Infinite Lives
CB6837D7
DE38CF60 15 continues
FB38CF60 25 continues
7438CF60 50 continues
1738CF60 99 continues
4A261DD5 Infinite continues
1D3947A7 Invincibility (falls still kill you)
DDB9C4D7 Choose any character from start
Also:
DD8A3FO5 Han & Chewbacca begin with a blaster
D48A3F05 Han & Chewbacca begin with a Seeker gun
D78A3F05 Han & Chewbacca begin with a Rapid Ion gun
D08A3FO5 Han & Chewbacca begin with a Plasma gun
DDB9CDD7 Begin game with the Light Saber
553D4DD7 Blaster power-ups remain
4OA44464 Fuel power-ups give maximum fuel
DF674FAF & 1 Jawa needed to pass land
DF604D6F Speeder levels
D9674FAF & 5 Jawas needed to pass land
DC604D6F Speeder levels
DC674FAF & 10 Jawas needed to pass land
DC604D6F speeder levels
FB674FAF & 25 Jawas needed to pass land
FB604D6F Speeder levels
74674FAF & 50 Jawas needed to pass land

SUPER STRIKE EAGLE

Try these level codes.
Libya: 756FD7GD + F4BF83D9
Gulf: 2H6G4735 + 316DD6B8
Korea: D0BD87F8 + 796H0025
Cuba: DF25449H

SUPER STRIKE GUNNER

7E023A03: Infinite lives

SUPER SWIV

This is an excelent little trick sent in by John Thomas of Oxford. Press Select on the title screen to get the option of a two-player game, then on this option screen press Start and [A] at the same time. You can now start a one-player game in control of both vehicles! It may take a little time to get used to but it proves very useful, doubling your firepower.

SUPER TENNIS (JAPANESE)

For an exhibition match against Tomkin, enter: K8XD3HR, FTLWJPC, 2GNYBQI, 4065C6P, DJSTK8X, D3HRFTL, WJPVKMW, IJJ.

Waste him and a congratulations screen appears. You're given the secret command; [L], [L], [L], [L], [L], [X], [R], [R], [R], [R], [R], [R], [R] and [X]. Input this with the second joypad on the player-select screen and you get a harder difficulty level.

SUPER TENNIS (UK)

On the player-select screen, press [L] five times, [X], [R] seven times, and then [X] on controller two. This gives your player the best abilities available.

John's the best player on the circuit, and here's a complete list of codes for every stage:
Melbourne: Hard: C6VLMVT, M8YD3HR, FWLWJSD, 3HP?CQ2, 4075C6P, DJSTK8X, D3H8FQL, VCX
Nairobi: Lawn: HZ7N698, G7RHJWZ, CYD3LS,

GVMYKPD, 2GPYBQ1, 4065C6P, DJSDKPY, MBC
Paris: Clay: V117G?L, 6JVLVP2, KSD3HRZ, CT37296, C6QDJST, K8XD3HR, TLLJRF, ZKS
Beijing: Hard: ?24KKOV, 7KVRVS3, NTD3HRZ, CT47396, C6QDJXT, K8XD3GR, FTLVJTG, ZGS
London: Lawn: 32W?1Z, TF6WR3L, V76178F, 8SHMWYL, 8ZG4HWF, TLWJPC2, GNY9RJ8, 6B4
Tokyo: Hard: 56D1NZW, HNXVYT3, PXL3HR?, DT573B6, G8RFJXT, K8XD3HR, FTLVMSJ, ZNS
New York: Hard: M?Q51MB, Q2N8H9V, S6FR284, 8CJBTNL, VXPFXJ3, HRFTLWJ, PC2FWQJ, 3JO
Don J: Clay: BQ14065, C6PDJST, K8XD3HR, FTLWJPC, 2GNYBQ1, 4065C6P, DJS80R3, MBC

If you've got a soft spot for one of the less-talented players, boost their skill level by entering this cheat: on the player-select screen press [L] five times, [X] once, [R] seven times, and [X] on controller two.

The first code below is for round eight. The second gets you into the legendary exhibition match.

1: 9DVHPDR YL?VITX
NGLQOHW 3C5H6GD
TGLZTL8 XD3HRFT
LWJNLMN OJ4
2: K8XD3HR FTLWJPC
2GNYBQI 4065C6P
DJSTK8X D3HRFTL
WJPVKMW IJJ

SUPER TURRICAN

7E04PB04: Infinite lives
7E04FFOC: Unlimited energy
7E050330: Unlimited wheel time
7E050A03: Infinite smart lines
7E050909: Unlimited time to finish a level

SUPER VALIS

7E0FB528: Energy
7E0FAE10: Unlimited special attacks

TEST DRIVE 2

When the game starts and you begin to race press the [L] and [R] buttons on the second controller. You will now be able to fine-tune just about everything on your car.

When you are driving along, pressing [A] pad two causes your car to jump.

THE ADDAMS FAMILY

Wait until the game goes into demo mode and Gomez picks up a power-up. Now start the game and you begin carrying the same power-up. Don't forget when you get the Game Over screen to walk left past the Continue door to get four extra lives.

To access a special hidden room, Behind the Stairs, go left in the Hall of Stairs until you're under the door above you. Now push up and a door will open. Another useful source of coins and lives is the chimneys. Climb the house at the far left of the grounds to get the Fezicopter. Now fly right and go down the first chimney. When you exit, go back down the chimney and you find another bonus room. With all these extra lives the task at hand's made much easier.

If you're still having problems you could try one of these handy passwords:

Code	Effect
&1Z1D	three hearts, eight lives &Z#KC
	three hearts, 11 lives + Pugsley
?ZZKR	four hearts, 18 lives + Pugsley
?DK96	four hearts, 22 lives + Pugsley, Granny
?LSR4	four hearts, 33 lives + Pugsley,Granny and Fester
BLS1T	last level + five hearts
1111	100 lives

Here's a bonanza of tips.

At the Addams residence, go left to the gallows. Climb up and grab the flying Fez, then go down the west and east chimneys and pick up all the goodies. To start the game with an extra hit, go out of the first door on the left . Climb the tree and defeat the giant Budgie. He'll give you the password **&191?**.

If you're really greedy you can go to the kitchen; go left and you'll eventually come across the Snowman. Kill him and you'll get the password **?191D**. You can now start with the maximum two extra hits.

7E00AC05: Infinite lives
7E00C302: Invincible

THE COMBAT TRIBES

Enter the code 9207 in two-player mode to match any of the game's characters against each other.

THE LEGEND OF ZELDA

7EF36D50: Invincible ten hearts
7EF36E80: Unlimited magic energy
7EF37746: Unlimited 70 arrows
7EF34332: Unlimited 50 bombs

THE LOST VIKINGS

Use these passwords…
Star Base
1: STRT, 2: GR8T, 3: TLPT, 4: GRND
Prehistoria
1: LLM0, 2: FL0T, 3: TRSS, 4: PRHS, 5: CVRN, 6: BBLS, 7: VLCN
Egypt
1: QCKS, 2: PHR0, 3: C1R0, 4: SPKS , 5: JMNN, 6: TTRS
The Great Factory
1: JLLY, 2: PLNG, 3: BTRY, 4: JNKR, 5: CBLT, 6: H0PP, 7: SMRT, 8: V8TR
Wacky World
1: NFL8, 2: WKYY, 3: CMBO, 4: 8BLL, 5: TRDR, 6: FNDR, 7: FNTM, 8: WRLR
Space Ship
1: TRPD, 2: TFFF, 3: RFGT, 4: 4RN4, 5: MSTR

THE TERMINATOR

7E031F08: Infinite energy.
7E031C05: Infinite lives.

THUNDER SPIRITS

To access a souped-up options screen, make sure both joypads are plugged in then press [SELECT] and [START] on the title screen to highlight the original options menu. Clock the game for the new options.
7E1A9D03: Infinite lives

TINY TOONS

Easy level
1. Looniversity: BABS-GOGO-MAX
2. Wild West: PLUC-BOOK-ELMY
3. Ghost House: MAX-CALA-SHIR
4. American Football: ELMY-ROAD-SWEE
5. Space: SWEE-PLUC-BOOK

Hard level
1. Looniversity: PLUC-BABS-BOOK
2. Wild West: ROAD-MAX-ELMY
3. Ghost House: GOG-SHIR-SWEE
4. American Football: BOOK-PLUC-BABS
5. Sky: GOGO-CALA-ROAD
6. Space: MAX-BABS-SWEE

Menu for each of the bonus games:
ELMY-SHIR-CALA
7E009E03: Unlimited life (energy)
7E00B6A0: Super dash. The dash option is always available.
7E008E04: Unlimited lives proper
7E00680X: Level-select — no more messing about with the passwords! Just deduct one from the level that you want.
7E00OAXX: Varies the speed of the ball in Furball's squash
7E1A06XX: Alters time in squash — keep switch active for infinite time.
7E1A2C00: Infinite time for Hampton Pig (variable)
7E1A023A: Infinite time for Babs (variable)
7E00BOOO: Moonwalkin' Buster! He slides around. Change last two digits to make him go invisible when moving. If he's hit, disactivate and reactivate the switch.
7E006EXX: Choose number of continues
7E009COA: Gives maximum of ten pieces of heart

TMNT IV: TURTLES IN TIME

7E1A A099: Infinite lives (player one)
7E1A E099: Infinite lives (player two)
7E04 4A50: Infinite energy (player one)
7E04 8A50: Infinite energy (player two)
7E00 9661: Infinite time (on verses mode)

TMNT IV: TURTLES IN TIME (US VERSION)

7E1A A004: Infinite lives player one
7EO4 4A50: Infinite energy player one
7E1A E004: Infinite lives player two
7E04 BA60: Infinite energy player two
7E1A A002: Unlimited lives
7E04 4A50: Unlimited energy

TOP GEAR

Action Replay code
Infinite Nitros: 7E1E6C03

TOP RACER (JAPANESE VERSION)

7E1E 6C03: Infinite nitros player one
7E1E 6E03: Infinite nitros player two

TOYS

7E168E05: Infinite energy
7E168C05: Infinite lives

TUFF-E-NUFF

7EOFA90X: Changes the character for player 2
7EOF500X: Changes the character for player 1
7E00A10X: X selects the stage
7E10450X: Selects the character for player 1 and choose the enemy to fight using player 2
7E0F7BOO: Fast moves for player 2 when used with below code
7EOFA300: Fast moves for player 2 when used with above code
7E0F4AOO: Fast moves for player 1 when used with below code
7EOF2210: Fast moves for player 1 when used with above code

ULTRAMAN

On the title screen press [SELECT] and [START] for a hidden options screen. Change the difficulty level and access a sound test to hear all the groovy FX!
7E039360: Unlimited energy:
7E021880: Unlimited time.

UNIVERSAL SOLDIER

7E036403 Infinite lives

UN SQUADRON

If you're a sucker for extreme punishment and you find all the other settings far too easy, for an extra-difficult level setting, go to the options screen and highlight the difficulty setting with controller one. Hold [A] and [X] on controller two and change the difficulty setting with controller one until you see the word 'Gamer.'
7E10088: Unlimited energy
7E00D901: Gives player 1 loads of money.
7E00DD31: Unlimited conventional bombs (when selected).
7E00DD02: Unlimited Mega Crush weapons.
7E00DD14: Unlimited thunder lazer. All other weapons can be found using code 1.
7E100808: Unlimited fuel.
If you're looking for a new challenge, enter the options mode and highlight game level. Hold [A] and [X] on joypad and flick though the difficulty setting with joypad one. A super-tough Gamer level appears. Have a go if you dare!

WANDERERS FROM YS

This American cart has a bug allowing you to be invincible. Begin the game and then reset. As the title screen appears (showing the American Sammy logo), push [UP], [DOWN], [UP], [DOWN], [SELECT] and [START] on joypad two. Return to joypad one, begin the game and press [SELECT]. On the character display screen choose Status.

Pick up joypad two again and press [SELECT]. The word 'Debug' appears next to Status and you're now invincible. To become mortal again, simply press [SELECT].

For a sound test, press [SELECT] on joypad one during the action. On the character display screen, press [SELECT] on joypad two. Now sample all your favourite ditties!

WAYNE'S WORLD

C28F0704 Infinite lives
C2BCD728 Infinite worthiness
C2690DBB Infinite Schwings (if you have at least 1)
6DBBD428 Invincibility
Start with:
DF870764 1 worthiness point
D7870764 3 worthiness points
D5870764 7 worthiness points
DB870764 8 worthiness points
C2B504BC Worthiness item worth nothing on pick-up
C2B004BC Schwing item worth nothing on pick-up
C2BB079C Heart worth nothing on pick-up
DDBBD4BC Amp power-up worth nothing on pick-up
DDBDODFC Distortion power-up worth nothing on pick-up
FDB3DF98 Invincibility lasts shorter after hit
EEB3DF98 Invincibility lasts longer after hit
82BB0FF8 Invincibility lasts much longer after hit
Amp power-up gives
DOBBD4BC Distortion Chords
D4BBD4BC Mega-Amp Chords
D7BBD4BC Chorus Chords
D9BBD4BC Homer Chords
Distortion power-up gives
DFBD0DFC Amp Chords
D4BD0DFC Mega Amp Chords
D7BDODFC Chorus Chords
Homer Chords
For a level-select go to the spinning *Wayne's World* logo, hold [X], [Y], [B], [L], and [R], and press [DOWN] and then [UP].

WING COMMANDER

7E169107: Infinite missiles
7E1D610F: Infinite fuel
7E16910X: Infinite weapons. 4=Gunfire, 5=Heat Seeker, 7=Image Recognition, 9= Friend or Foe

WWF WRESTLEMANIA (US VERSION)

7E06 EC30: Infinite energy for your wrestler — doesn't work on more than one. If you're playing tag-team or survivor mode, the first wrestler chosen is the one with infinite energy.

WWF ROYAL RUMBLE

Action Replay codes
Infinite energy for Player 1 — 7E06423A
Infinite energy for Player 2 — 7E06443A
No count — 7E022400
No count out of ring Player 1 — 7E021E00
No count out of ring Player 2 — 7E022000

XARDIAN

7E0D2E04: Gives characters level 12

Y'S II

7E12EE16: Infinite ring points
7E1294E6: Infinite hit points

YOSHI'S COOKIE

6D8F-DF3B In Action Mode, passing a stage advances to the next round.
DF86-A71C In VS mode, only 1 win is required
C2A0-DF48 In VS, the fuses don't count down
D685-A766 & DD86-AF66 In VS mode, play against tougher opponents, without the secret code
DD3C-6/38 In the Puzzle mode, advances to the next round
C2EA-671B Unlimited moves in puzzle mode (turn effect switch off to use up moves if the level becomes impossible).

ZELDA III

7EF36E80: Unlimited magic energy
7EF37746: 70 arrows
7EF34332: 50 bombs
7EF36D50: 10 hearts
7EF36D50: 10 Hearts.
7EF37447: All Pendants.
7EF36DA0: Infinite energy with 20 hearts. Shoot with Master Sword.
7EF34001: bow.
7EF34101: boomerang.
7EF34201: hookshot.
7EF343XX: Bombs, replace XX with amount.
7EF34401: Magic dust.
7EF34501: Fire rod.
7EF34601: Ice rod.
7EF34701: Bombos medallion.
7EF34801: Ether medallion.
7EF34901: Quake medallion.
7EF34A01: Magic lamp.
7EF34B01: Magic hammer.
7EF34C0X: Flute or shovel (1,2).
7EF34E01: Book of Mundora.
7EF34F01: Bottle.
7EF35001: Cane of Somaria.
7EF35101: Cane of Byrna.
7EF35201: Magic cape.
7EF35301: Magic mirror.
7EF3540X: Glove level (1-3).
7EF35501: Pegasus boots.
7EF35601: Flippers.
7EF35701: Moon pearl.
7EF3590X: Sword level (1-3).
7EF35A0X: 4Shield level (1-3).
7EOB 9905: Arrows in the shooting gallery
7E04 B409: Time in the treasure field
7EF3 5904: Best sword
7EF3 XX01: Keep adding one to 'XX' for the next item in the inventory box. Steven Lee, Ripley, Surrey

That's all for the Code Collection this month. Be sure to catch us next time when we bring you the tips for games A-M. Remember, for all your gaming needs, you know where to come — SNES FORCE, 100% dedicated to Super Nintendo action. Until next month...

The Guide

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- snes games for sale, boxed with instructions. Bart's Nightmare, SFII, Lemmings, Joe and Mac, sell for only £30 each, all only played a few times. All UK versions. Tel (0222) 616914 and ask for Emma. Offers considered.
- Mortal Kombat for Game Boy, can't be used as bought for wrong system. Willing to swap for any Game Gear or snes game. Still boxed. Phone (0698) 885429 after 6pm, ask for Lynn.
- 1MB Amiga 500, joystick, mouse, all leads and over £700 worth of games, all boxed with instructions. Sell for £270 ono. Call (0580) 211 293.
- Games for snes: SFII £40, Zelda 3 £25, Super Tennis £20. All UK versions Amiga games: Populous 2 £15, Monkey Island £7.50, all games with full instructions, offers considered. Tel Dave on (0509) 504152.
- For sale: unboxed Starwing with instructions £35, unboxed SFII with instructions £30. Also Pro Action Replay, boxed as new £36 and loadsa codes if wanted. Write to: Mat Miller, 29 Crowhill View, Holts Estate, Oldham, Lancs.
- Game Boy for sale with Gauntlet 2, Golf, Battletoads, T2, Batman, Tetris and Gremlins 2, Game Genie, Handy Boy consisting of light, speakers, joystick, bigger buttons and magnifier, big carry case and switchtix and 17 GB magazines. Call Chris on 0584 73606, £140.
- Castlevania and Batman Returns both UK, will swap for any good snes game. Ring Richard Ainley on (0532) 526020.
- UK snes with two control pads, Mario World, Probotector, Street Fighter II, F-Zero and Pro Action Replay, will sell for £200 ono. Ring Dave on (0293) 520074.
- For sale snes games: Super Mario Kart £25, Addams Family £25, Push Over £15. Ring Sandy on (081) 656 6368.
- Great snes games for sale! Street Fighter II (US) £30, Mario World (UK) £20, F Zero and Actraiser (Jap) £25 each, or swap for another good snes game. Or closest offer. Ring Luke on (081) 883 4848.

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- *F1 Exhaust Heat* without box or instructions for either *Striker* or *Top Gear* with instructions. Call John on (081) 452 8560.
- Swap my *Shadowrun* US, *Desert Strike* US, *Actraiser* US, *Mario Kart* UK all boxed, mint condition for *Dungeon Master, Starwing, Lost Vikings* or any good RPG/adventure game, esp *Jurassic Park*. Tel Chris on (0243) 778942.
- US version of *Addams Family* for swap. *Mario World* wanted, box not needed but instructions if possible. Phone Matt on (081) 771 5002 at any time. *Addams Family* has box and instructions, I would like US or UK *Mario*. Ring (081) 771 5002.
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- Swap UK Mortal Kombat for UK SFII Turbo must be UK, no time wasters please. Phone Lee on (0670) 355537 after 4pm. Prince of Persia (without instructions) swap for a decent game (UK) especially Pop 'N' Twin Bee.
- SNES games to swap Dragons lair (UK), Super Mario World (UK). Wanted Tiny Toons (UK), Striker (UK), or any other games for swap especially football ones. Call Tobie on (0484) 861317.
- Swap: Starwing (UK), no box for Striker, Starwing only three weeks old. Phone Andrew (0782) 397731.
- Swap my Game Boy, 13 games and Action Replay for your Game Gear, TV Tuner, rechargeable battery pack and 5 games. Columns and 4 in 1 pack, not wanted. Ring Michael on 010 3537255222.
- I will swap my Pilot Wings for your Prince of Persia. Pilot Wings is in mint condition, also swap for Mario All Stars. Must be in mint condition. Phone Chris anytime on (0923) 854945.
- I have *Starwing, Zelda III, Super Tennis, Super Soccer, Super Mario All Stars* for sale or swap. I want *Human GP, Shadowrun, Super NBA Basketball*. Will sell games cheap. Phone Anders on (081) 395 2016 after 6pm.
- My SNES *King Arthur's World* or *Castlevania III* to swap for your UK *Smash TV* or any other games at that standard (must have instructions). Ring Henry anytime on (0256) 702996.
- SNES games with instructions but no box, *Zelda, Mario World, Actraiser, Mario Kart, Probotector, Ghouls 'N' Ghosts, Sim City, Drakkhen, Aleste, Dragon's Lair, Tennis, Populous* £15 each. Call (0785) 222579 after 7.30pm.
- I will swap *Enduro Racer* or *Great Golf* for *After Burner*. Write to Neil Vockings, 18 Norwich Drive, Woodley, Reading, Berkshire.
- Will swap *Smash TV, Castlevania IV, Lemmings*, Super Scope, *California Games II, Final Fantasy II* for any other good games. Ring Paul on (0827) 281380. Or write to 43 Roach Dosthill, Tamworth, Staffs. Some games are US.

Pen pals

- Hi! my name's Paul, and I'm looking for a girl pen pal, interested in SNES and music. Please enclose a photo. Write to Paul, 11 Gullane, Usworth, Washington, Tyne & Wear, NE37 1SE.
- Hi! My name is Colin, in need of a female pen pal. Write to Colin Ryan Jaipaulsingh, 1073 Grant St, Apt. 20, Buffalo, New York, USA, 14207. PS. Please send pictures of yourself. Must be 13 to 15 years old.
- Hi! I'm Imran, I'm 12 years old and I own a SNES. I like going out to cinemas and having fun. My hobbies are cricket and reading SNES FORCE. I would like a boy or girl penpal, between 10-15. Please write to 5 Brindley Way, Southall, Middlesex, UB1.

Clubs

- Games directory for all computer games fanatics: SNES, Mega Drive, Amiga, ST, PC Game Boy, Game Gear, Lynx. All systems catered for, swap games or info for free, for more info send s.a.e. to St Margarets, Bromley Green Rd, Upper Ruckinge, Ashford, Kent, TN26 2EF.
- Calling all arcade fanatics! There's a hot newsletter coming onto the scene especially for your every arcade need. For more information please phone 0202 813668 (ask for Mark) or 0725 517513 (Ad).

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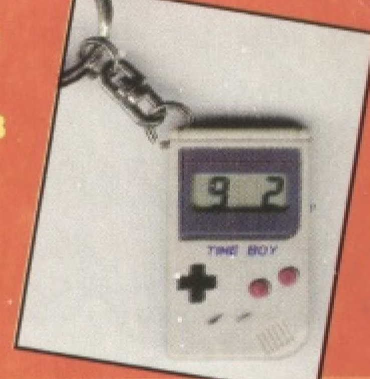
LEGEND OF ZELDA WATCH
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TETRIS GAME WATCH
WAS £14.99 NOW £6.99+p&p 32008
The ultimate Russian brain-teasing puzzle is now available on a watch! Fast reflexes and a clear mind are required to complete this game of strategy.

LEGEND OF ZELDA 3D WATCH
WAS £5.99 NOW ONLY £1.99+p&p!! 32005
Flip open the 3D-moulded Zelda figure to reveal a five-function LCD digital watch.

SUPER MARIO BROS. TALKING ALARM CLOCK £16.99+p&p 32002
"Wake up! It's time to leave Dreamland!" announces Mario. Features computer game music, 4-event digital clock and "Snooze" button.

TIME BOY KEYFOB £4.99+p&p 32010
Novelty miniature Game Boy is an LCD Watch on a keyring.

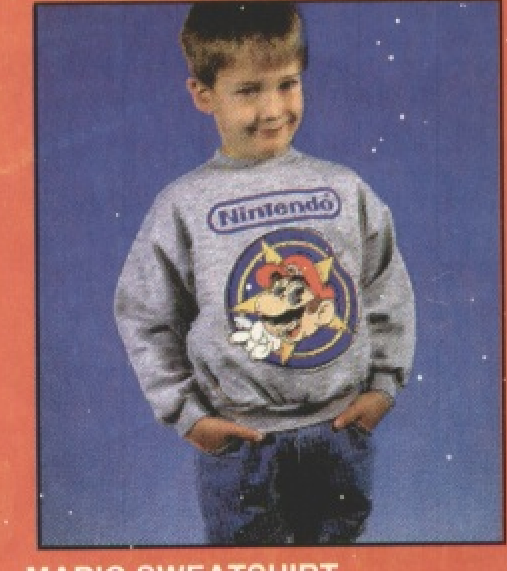


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The

Guide

Directory

Enquiries

For hundreds of games reviewed and rated at your fingertips, the Directory is the place to be — welcome to the ultimate buyer's guide...

ACROBAT MISSION 65%
● Teichiku
Good soundtrack, doesn't make up for the unoriginal gameplay.

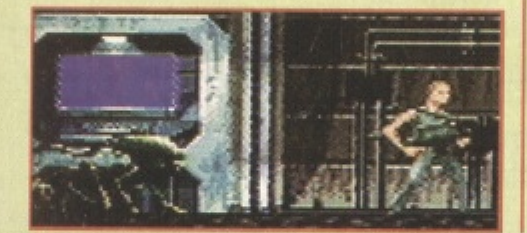
ACTRAISER 83%
● Enix
Sexy graphics and masses of violent gameplay make this a great adventure, which you should play for days and nights on end.

ADDAMS FAMILY 88%
● Ocean
A lively one-player game with slick presentation and a funky soundtrack.

AERO THE ACROBAT 82%
● Sunsoft
Cosmetically excellent, severely challenging platformer with superb main sprite animation. Let down by often frustrating gameplay, but well worth a look.

AGURI SUZUKI 83%
● LOZC
Fast, slick, well presented racing sim.with neat two-player option. Also known as F1 Super Driving. Plays better than he drives — good job really!

ALIEN 3 92%
● Acclaim
Possibly the best shoot-em-up ever! Superb atmospheric graphics and excellent sound give the action an excellent feel.



ALIENS VS PREDATOR 39%
● IGS
Great movie licence but this plodding beat-'em-up has flickering sprites and sluggish animation — a major disappointment!

ALADDIN 75%
● Capcom
Super graphics are let down by unresponsive controls and a ridiculous difficulty level — it's just too darned easy to offer any lasting challenge.

ANOTHER WORLD 85%
● Interplay
The US version of the brilliant adventure Out Of This World. Cinematic 3D graphics and great puzzles. Very addictive but a little on the easy side.

ARCANA 57%
● Hal
Testing Import adventure game that is let down by poor graphics and frustrating gameplay.

ASSAULT SUITS VALKEN 89%
● MCS
Japanese version of Konami's superb shooter Cybernator.

ASTRAL BOUT 42%
● A-Wave
A disappointing beat-'em-up short on moves and highly frustrating.

ASTERIX 80%
● Infogrames
Detailed backgrounds, above average graphics and great presentation can't save this from being an average platformer.

AUGUSTA MASTERS 81%
● T&E Soft
Impressive golf sim with the additional bonus of a handy battery back-up. Great graphics and the gameplay is very straightfoward.

AXELAY 90%
● Konami
Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability.



BART'S NIGHTMARE 83%
● Acclaim
A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.

BATMAN RETURNS 82%
● Konami
Wonderful dark Gotham graphics and great sound, but ultimately just too easy and not varied enough.

BATTLETOADS 71%
● Tradewest
Unspectacular gameplay coupled with humorous graphics, cool tunes and varied levels can't redeem an otherwise mediocre title.

BATTLE BLAZE 33%
● Sammy Corp
Worst Street Fighter II clone ever. Lovely fantasy graphics, but literally only about four moves each!

BATTLE CLASH 35%
● Nintendo
An irritating little Robot shooting cart with nothing to sell it except that it's for the SuperScope. Wow!

BATTLE GRAND PRIX 75%
● Naxat
Impressive split-screen racer with simultaneous two-player option. Controls are a bit dodgy though!

BEST OF THE BEST 81%
● Loricel
Unusual Martial Arts sim with great variety in moves but pretty sad graphics.

BIG RUN 25%
● Jaleco
Dodgy graphics make this racer a non starter. A game best forgotten about!

BILL LAMBIER'S COMBAT BASKETBALL 45%
● Hudson Soft
Early attempt at a brawling basketball sim. Plenty of violence but very little gameplay.

BLAZEON 55%
● Atlus
Uninspiring Japanese shooter with little new to offer in terms of graphics or playability.

BLAZING SKIES 72%
● Namcot
Also known as Ace's High, this WWI Flying sims recreates the thrills and spills of historic dog fights.

BLUES BROTHERS 82%
● Titus
Good animation and sound,,plenty of depth but very frustrating gameplay — especially in two-player mode.

B.O.B. 86%
● EA
An excellent platform shooter with a good selection of power-ups and weapons. A good challenge let down only by a slight control problem.

BUBSY THE BOBCAT 70%
● Accolade
Cosmetically excellent platformer let down by annoying controls. One hit and die system makes for frustrating gameplay.

BULLS VS BLAZERS 78%
● EA
One of the better basketball sims featuring the NBA's two hottest teams but still not as good as Tecmo's Super NBA Basketball.

CACOMA KNIGHT 72%
● Datam
Weird Japanese arcade game based on Qix, where you match up lines to form a picture. Fun for a while but not much lastability.

CALIFORNIA GAMES 2 36%
● DTMC
Appalling follow up to this arcade classic. Good six-player option but nothing else to offer. Nasty!

C. RIPKEN JR BASEBALL 68%
● Mindscape
A fun baseball sim with good FX and sampled speech. Great cut away close-up screens but no excitement when a home run is scored. Disappointing controls but gameplay is enjoyable for two but not for solo players.

CAMELTRY 68%
● TAITO
Also known as On The Ball. The constantly

To help you find the games you want — fast — we've used the Super League colour-codes. Use this key below, and on the bottom of each page, to effortlessly pin-point the game style you're after.

ARCADE
Not just all those games converted from classic coin-ops but also any that feature more than one style of gameplay.

ADVENTURE/RPG
Games that usually take you on an adventure to another time or world and encourage you to use brains rather than brawn to solve the challenge.

BEAT-'EM-UP
Raw, aggressive untamed bicep-bulging, fist-flying action is what this category is all about. But just because a game is rough doesn't mean it's necessarily good.
The best beat-'em-ups always include a strong element of strategy (knowing exactly the best way to defeat an enemy). That's what makes *Street Fighter II* king!

PLATFORM
The Nintendo speciality. So called because the action usually involves jumping across a series of platforms (usually danger lurks underneath so don't fall off) to reach a goal and fight a level guardian.
The category has also grown to include all those jump-on-the-bad-guys'-heads games made popular by the *Mario* series.

rotating play area is impressive for a while but there's very little attention to gameplay.

CAPTAIN AMERICA AND THE AVENGERS 40%
● Mindscape
Some of the worst graphics ever, a poor soundtrack and frustrating gameplay conspire to make this arcade beat-'em-up conversion a big disappointment.

CASTLEVANIA IV 88%
● Konami
Outstanding presentation, excellent 3D and Mode 7 graphics and one of the best soundtracks around.

CHAMPIONSHIP POOL 83%
● Mindscape
Unexceptional graphics can't marr an excellent simulation. Loads of options — as good as it gets and then some!

CHESTER CHEETAH 65%
● Kaneko
A smooth well-presented game but lacking depth and polish. Graphics are pretty sketchy and gameplay is slow.

CHUCK ROCK 80%
● Sony
Large sprites, a rockin' tune and great playability — a bit little bit on the easy side though!

CLUE 66%
● Parker Bros
American conversion of the classic board game Cludo. Stick to the original it's more enjoyable.

COMBAT TRIBES 47%
● American Technos
A pretty good conversion of the boring arcade beat-'em-up. Sprites are small and undetailed.

COOL SPOT 90%
● Virgin
Superb platform action with one of the best characters for ages. Addictive as hell, great sound and smooth gameplay make this infinitely playable.



COSMO GANG: THE VIDEO 45%
● Namcot
Feeble attempt to revamp Space Invaders. Good two-player mode but not much else to offer.

CONTRA SPIRITS 92%
● Konami
Released in the UK as Super Probotector. An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.



D-FORCE 44%
● Asmik
Visually unattractive, but so bad it's almost cool. Pretty sad graphics and loads of pointless Mode 7 make this a cult purchase only.

DAFFY DUCK 79%
● Sunsoft
A truly groovy main character in a disappointing license. Well presented but lacks playability thanks to an awkward control method.

DARIUS TWIN 50%
● Taito
One of the original shoot-'em-ups. Now appears dated but there's still some fast, button-fiddling action.

DAVID CRANE'S AMAZING TENNIS 86%
● Absolute
Incredible 3D animation and FX, large sprites and fast pace — needs more variety and a doubles option.

DENNIS 75%
● Ocean
Average graphics, sprite animation and sound may put some people off before they reach the more interesting upper levels. Nothing new or exciting.

DESERT FIGHTER 92%
● System 3
Excellent strategy game with detailed sprites and enough blow-'em-away elements to keep anyone happy. Multiple endings and superb simulated newscasts add masses of variation.



DESERT STRIKE 87%
● EA
Straight conversion of the classic helicopter-based Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.

DINOSAURS 81%
● IREM
Great graphics but needs more levels — difficulty option adds variety.

DRACULA 78%
● Psygnosis
Get past the early levels and you're in for a treat: Colourful graphics and a lasting challenge make this great fun.

DRAGON'S LAIR 87%
● Elite
Excellent graphics, dodgy to control at first and damn hard — addictive as hell.

DRAKKHEN 80%
● Infogrammes
Plenty of playabilty and depth once you get past the early levels.

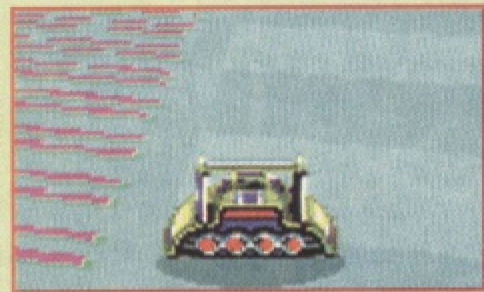
EQUINOX 84%
● Sony Imagesoft
Quality Zelda-style puzzler. A big challenge, though the awkward perspective can make things difficult.

EXHAUST HEAT II 84%
● Seta
The fastest Mode 7 racer around. Three different car classes and loads of tracks — brilliant!

EXTRA INNINGS BASEBALL 87%
● Sony
Cutesy one- or two-player baseball sim with excellent gameplay.

F1 EXHAUST HEAT 85%
● Ocean
Very playable Grand Prix sim featuring sixteen tracks, a one- or two-player option and a battery back-up.

F-ZERO 92%
● Nintendo
Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.



F1 SUPER DRIVING 82%
● LOZC
Japanese version of Aguri Suzuki. Good digitised graphics and special FX — and thankfully it plays better than he drives!

FACEBALL 2000 72%
● Teichiku
Converted from the GB to the SNES. Better than average puzzler with plenty of shooting involved.

FATAL FURY 65%
● Takara
Another in the long line of SF2 clones. This 12 meg scrapper looks cool but is frustrating to play.

FINAL FIGHT 79%
● Capcom
This great conversion of the classic arcade hit is only let down by its lack of two-player option.

FINAL FIGHT 2 60%
● Capcom
A rehash of *Final Fight* with a new difficulty setting. Excellent sprites and animation, but no thinking required. Not much of a challenge.

FINAL FIGHT GUY 75%
● Capcom
Special edition of Final Fight which comes with free CD and an extra character to choose. Still no two-player option though!

FIRST SAMURAI 85%
● Kemco
Great sprite detail, superb digitised speech, strategy sections, puzzles and a relentless challenge make this a treat for the senses.

FINAL FANTASY II 76%
● Square
An excellent introduction to RPGs but lacks serious challenge. One for beginners only.

FLASHBACK 91%
● Sony
Excellent adventure to rival *Zelda* for sheer brilliance. Superb graphics and excellent use of minimal sound combine to produce true alien atmosphere.



FORMULA ONE CIRCUS 58%
● Nichibutsu
Japanese racer with an overhead view and useless sprites and awful bleepy sounds.

GAMBA LEAGUE
Japanese version of Extra Innings.

GEORGE FOREMAN'S KO BOXING 45%
● Acclaim
Nasty Boxing sim, even the two-player option doesn't save it.

GEOMAN WARRIOR
Japanese version of The Legend of the Mystical Ninja.

GODS 81%
● Mindscape
Tough puzzles and tedious first levels but gameplay gets better.

GOOF TROOP 88%
● Capcom
A prepubescent Zelda, a perfect introduction to puzzling for pre-teens but a challenge to everyone. Only one level but a great example of co-operation, not competition.

GOLDEN FIGHTER 54%
● Culture Brain
Annoying fighting game let down by poor the animation and gameplay.

GRADIUS III 87%
● Konami
One of the original horizontal shooters. Loads of great weapons and power-ups and super graphics.

PUZZLE
Specific games with the emphasis on solving problems using the old grey matter rather than blasting everything in sight — although *Tetris and Bombliss* proves you can successfully combine the two. Sounds a bit heavy but many of the most interesting and addictive SNES games (*Lemmings* and *The Lost Vikings* for example) are puzzlers.

SHOOT-'EM-UP
It all started way back with *Space Invaders* and *Asteroids*. Over a decade later the graphics have changed but the basic format is still the same. The theme is invariably '…the planet has been invaded by evil aliens. Grab a gun/jump in your spaceship and blast everything in sight.' but that doesn't stop the action being fast, furious and very intense.

SPORTS/RACING
The widest ranging category of them all includes the major sports — golf soccer, American football, tennis, motor racing (technically it is a sport!), baseball, basketball — plus some unusual ones like crazy golf and ten-pin bowling. Playing sports sims is your chance to fulfill those moments you've always dreamed about — like scoring that winning goal in the World Cup final!

SIMS/STRATEGY
The games your mum and dad want you to have! Many a clever gamer has managed to get their parents to buy them a simulation on the grounds that it's 'educational' and '…it will help with my homework, honest.' Strategy games (for example *Populous* and *Powermonger* require a great deal of tactical planning.

GUN FORCE 70%
● Irem
Challenging but slow blaster with good graphics.

HARLEY'S HUMONGOUS ADVENTURE 36%
● Hi-Tec Expressions
One of the worst platform games around. We loathed it.

HAT TRICK HERO 86%
Also known as Super Soccer Champ. Amusing, unrealistic football game with two-player option. Frustrating gameplay.

HIT THE ICE 49%
● TAITO
Average conversion of arcade ice hockey sim with the emphasis on fighting rather than skilful play. Tedious in one-player mode slightly more interesting for two.

HOLE IN ONE 53%
● Hal
A golf game with only one course? This crazy golf game is a laugh for a few minutes rapidly becomes boring.

HOME ALONE 18%
● T•HQ
Probably the singularly most appalling game on the SNES. Nuff said!

HOME ALONE 2 65%
● T•HQ
An improved sequel. Graphics are still a bit sketchy but the gameplay is pretty addictive and some of the puzzles are a real laugh.

HOOK 81%
● Sony
Looks great, sounds great but falls down on playability.

HUMAN GRAND PRIX 81%
● Human
If it wasn't for the dodgy controls this would be one of the best racers on the market. Cool two-player split-screen option.

INCREDIBLE CRASH DUMMIES 75%
● Acclaim
Big, bawdy graphics, humorous overtones and nice animation can't save this from being an average, somewhat clumsy, platformer.

IREM SKINS GAME 86%
● IREM
Excellent graphics and playability and a cool two-player option lets you play against mates for cash.

JACK NICKLAUS GOLF 77%
● Konami
Good sim, limited number of holes to play.

JAKI CRUSH 56%
● Naxat soft
A bit too repetitive, but just imagine playing pinball in an abattoir!

JAMES BOND JR 43%
● T•HQ
Unrealistic scrolling, awful sound and nasty animation.

JAMES POND'S CRAZY SPORTS 38%
● Storm/Sales Curve
James should stick to platformers — cute sprites but gameplay requires a pummelling of the joypad rather than skill. Nothing to interest serious players.

JERRY BOY 81%
● Konami
Japanese version of the weird but excellent platformer Smartball. Brilliant cartoon graphics make this a visual treat.

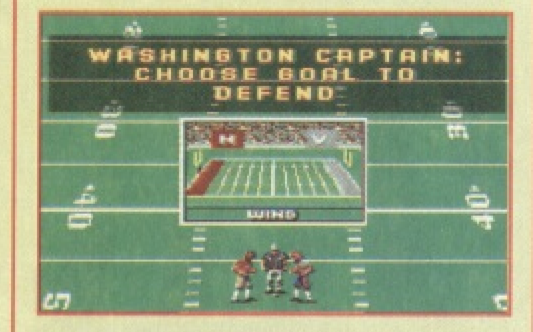
JEOPARDY 45%
● Gametek
A poor console conversion of the American general knowledge TV quiz show. Needless to say all the questions are about, yes you guessed it, America!

J. CONNORS' TENNIS 70%
● Ubi Soft
Above-average tennis sim with lots of variation. Slow at first but good fun.

JOE & MAC 84%
● Elite
Slick animation and smart visuals with a great two-player — levels are a bit samey!

JOE & MAC 2 86%
● Elite
Don't be fooled by the name this is nothing like the original although it's a very good game in its own right. Great gameplay!

JOHN MADDENS '93 90%
● EA
Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.



J. MADDENS FOOTBALL 45%
● EA
Terrible conversion of one the best American Football sim ever. Get the sequel!

JURASSIC PARK 92%
● Ocean
A monster of an adventure/shoot-'em-up. Amazing graphics and sound, exceptionally addictive — it really pushes the SNES to its limits. Superb!



KA-BLOOEY 60%
● Kemco
Also known as Bombuzal. Weird puzzler with the emphasis on blowing up bombs and balancing on platforms.

KIKIKAIKAI 85%
● Natsume
Also known as Pocky and Rocky, this wacky Japanese adventure has bags of character and classic end-of-level guardians.

KING ARTHUR'S WORLD 82%
● Jaleco
Excellent strategy/puzzler in the mould of Lemmings. Slow to start but lots of in-depth gameplay.

KING OF THE MONSTERS 70%
● Takara
Great animation but dodgy music and extremely poor FX mean you'll soon get bored.

KING OF THE RALLY 65%
● Meldac
Sparse racing game with good graphics but not enough challenge and very limited.

KK'S PLAYER MANAGER 86%
● Anco
Faultless lastability and hundreds of options make this one of the best in its field, despite some dodgy graphics and bland spot FX.

KRUSTY'S SUPER FUN HOUSE 82%
● Acclaim
Humorous gameplay with a good range of puzzles but too repetitive!

LAGOON 75%
● Kemco
A huge, challenging RPG. Not in the same league as *Zelda 3*, but a solid, though sometimes tedious, piece of work.

LAMBORGHINI AMERICAN CHALLENGE 70%
● Titus
Well-presented but average racing sim with Super Scope compatibility. This, a mouse option and a gambling option don't save it from being anything other than standard.

LAWNMOWER MAN 85%
● Sales Curve
A valiant effort to simulate Virtual Reality without any special chips — just clever programming. The result is astoundingly close, but ultimately the real-world sections let it down.

LEMMINGS 90%
● Sunsoft
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.



LETHAL WEAPON 57%
● Ocean
Run-of-the-mill shooter with very sad gameplay.

LOST VIKINGS 91%
● Interplay
One of the most original games to grace the SNES. *Lost Vikings* combines excellent cartoon-style graphics with addictive gameplay. One of the best game's released this year and a must for puzzle fans, others will be quickly converted.



MAGIC ADVENTURE 77%
● Bandai
Unusual Japanese platform game with good graphics but it seems to be lacking in the gameplay department.

MARIO ALL STARS 92%
● Nintendo
Great value compilation cart featuring SMB, SMB2 & 3 and the previously unavailable Lost Levels. Improved graphics and sound.



MAGIC SWORD 64%
● Capcom
Probably Capcom's weakest game to date. Looks good but the gameplay is just too slow.

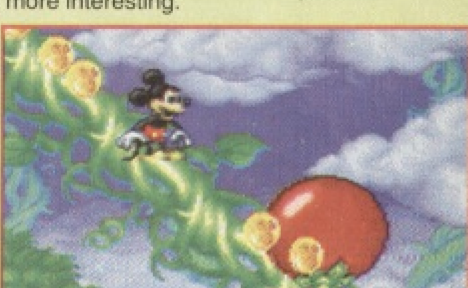
MARIO IS MISSING 42%
● Mindscape
A valiant attempt at an edutainment game using the popularity of the Mario Bros. Let down by restricted gameplay and level of difficulty.

MARIO PAINT 82%
● Nintendo
Fun-packed but basic art package for kids.

MECH WARRIOR 79%
● Activision
A complicated action and strategy title.

MEGA LO MANIA 87%
● Imagineer
Brilliant strategy with near perfect presentation, lovely sound and user-friendly controls. Time-travelling battle making made easy!

MICKEY'S MAGICAL QUEST 91%
● Capcom
Superb game with great graphics and enchanting soundtrack. Gameplay is a little easy but can be altered to make the game more interesting.



MIGHT AND MAGIC II 84%
● Elite
A big game with loads to explore, but falls behind a bit in the excitement stakes, one for dedicated adventurers. One of the best first-person perspective RPGs so far.

MORTAL KOMBAT 87%
● Acclaim
Excellent graphics and gameplay, but lacks the challenge of *SFII*. Great sound, good two player game.

MR NUTZ 90%
● Ocean
Arcade quality, well above average platformer. With big, well defined sprites and some of the grooviest villains seen on the SNES it's a joy to play.



Arcade | Adventure/RPG | Beat-'em-up | Platform

MUSYA **60%**
● **Datam**
Japanese cart with some nice touches, but nothing to really keep you playing.

MYSTICAL NINJA **92%**
● **Konami**
Excellent one- and two-player game, with loads of options and levels — brilliant!

NBA ALL-STAR CHAL. **63%**
● **Acclaim**
Simplistic basketball sim with good graphics and five small sub-games but no match option.

NCAA BASKETBALL **86%**
● **Nintendo**
Also called Super Slam Dunk this visually stunning basketball sim uses Mode 7 to great effect.

NHLPA HOCKEY **81%**
● **EA**
Slightly disappointing conversion of the brilliant Mega Drive Ice Hockey game EA Hockey '92.

NHLPA HOCKEY '93 **73%**
● **EA**
Updated sequel with much improved playability, loads of stats and furious fighting scenes.

NIGEL MANSELL'S F1 CHALLENGE **82%**
● **Gremlin**
A polished, fast paced and very playable racer, with a full season's racing and a password system. A high speed drive without the rigmarole of a complex sim.

NOLAN RYAN'S BASEBALL **64%**
● **Romstar**
Disappointing licence from the best pitcher in the Major League. Plenty of stats but not enough has gone into gameplay.

ON THE BALL
See Cameltry

OUT OF THIS WORLD **85%**
● Interplay
UK version of Another World. A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.

OUT TO LUNCH **83%**
● **Mindscape**
An amusing and entertaining platformer — clourful, detailed, great parallax scrolling, easy to pick up and includes a great soundtrack.

PAPERBOY 2 **33%**
● **Mindscape**
A horrible conversion of a horrible game. Very dated and very poor.

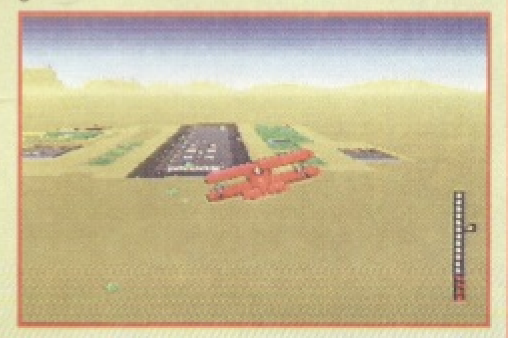
PARODIUS **87%**
● **Konami**
Fun gameplay, excellent graphics and great tunes make this a real laugh — a bit easy!

PEBBLE BEACH GOLF **83%**
● **T&E Soft**
Brilliant digitised graphics and simple but responsive controls. Only one course!

PGA TOUR GOLF **85%**
● **EA**
The most accurate of golfing sims. Many may find play four rounds in a championship a little boring but hey… that's golf!

PHALANX **74%**
● **Kemco**
Unoriginal and frustrating gameplay saved only by clean, sharp graphics.

PILOTWINGS **91%**
● **Nintendo**
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!



PIPE DREAM **74%**
● **Kemco**
A two-player puzzler high on good graphics but short on thrills.

PIT-FIGHTER **36%**
● **T•HQ**
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard.

POCKY AND ROCKY
● **Natsume**
See Kikikaikai

POP 'N TWINBEE **80%**
● **Konami**
This colourful shooter combines the excellent graphics of *Axelay* with cute appeal of *Parodius*. Atmospheric tunes and great level bosses make this a real treat to the senses. A little too easy in one-player mode.

POPULOUS **81%**
● **Anco**
The king of strategy games. Maybe getting a little long in the tooth but still gives most games of its kind a run for their money.

POWER ATHLETE **25%**
● **Kaneco**
Oh no, another SF2 clone, only with graphics a Game Gear would reject!

POWERMONGER **64%**
● **Powermonger**
With a SNES mouse this battle strategy sim is a good conversion of the Amiga classic, if not the control method is very slow and frustrating.

PRINCE OF PERSIA **89%**
● **Konami**
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!

PRO QUARTERBACK **66%**
● **Tradewest**
Visually stunning but ultimately boring American Football simulation. Uses a unusual 3D Mode 7 perspective but plays are too difficult to complete.

PUGSLEY'S SCAVENGER HUNT **85%**
● **Ocean**
Very good sequel to the first *Addams Family* release, boasting incredible graphics and sparkling tunes — not as playable though!

PUSH-OVER **76%**
● **Ocean**
Domino Rally-style puzzler to blow your brain cells, ported across from the Amiga.

Q*BERT 3 **64%**
● **NTVIC**
Cool graphics but monotonous gameplay soon gets boring.

RACE DRIVING **25%**
● **T.HQ**
One of the worst racing gams of all time.

RAD PSYCHE RACING **26%**
● **?**
Don't venture anywhere near this gigantic, outrageous pile of doggy do's. It's awful.

RAIDEN TRAD **65%**
● **Electro Brain**
Another arcade blaster featuring a two-player simultaneous option but not much else.

RAMPART **51%**
● **EA**
Wall-building sim with below average graphics and poor sound — lacks depth.

RANMA 1/2 **84%**
● **Ocean**
Manga-inspired madness. A truly bizarre game, with superb graphics and sound but clumsy gameplay. A treat in two-player but in the end it's just too darned easy.

RANMA 1/2 PART 2 **85%**
● **NCS**
Excellent and even weirder sequel to Ranma. Great moves and graphics but a little easy!

RIVAL TURF **55%**
● **Jaleco**
Scrolling beat-'em-up with nice graphics but no two-player option and limited controls.

ROAD RUNNER: DEATH VALLEY RALLY **73%**
● **Sunsoft**
Superb graphics, fun gameplay with great Warner Bros theme — awkward controls.

ROBOCOP 3 **48%**
● **Ocean**
Above average backgrounds but bad animation and sprites make gameplay far too frustrating.

ROCK & ROLL RACING **90%**
● **Interplay**
Classic soundtrack, great sampled speech and a wicked, though slightly squashed, two-player game make this a winner. Mass destruction with a weird perspective.

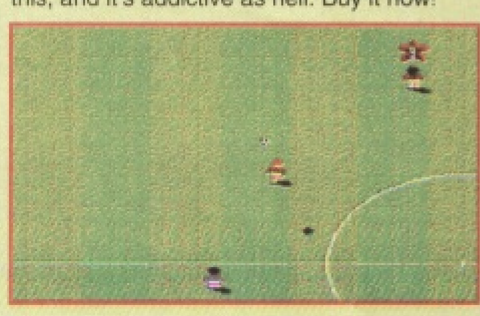
ROGER CLEMENS MVP BASEBALL **45%**
● **Acclaim**
Disappointing baseball sim from the Major League's most talented pitcher. Not worth the money.

ROYAL RUMBLE **80%**
● **Acclaim**
This sequel to *WWF Wrestlemania* is an improvement but doesn't go far enough. Fun in two-player mode but not enough variety for the solo player. Presentation is good but ultimately too easy.

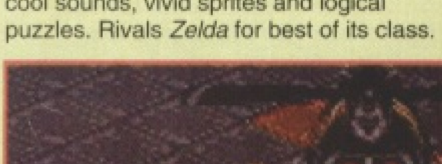
RPM RACING **68%**
● **Interplay**
Off-Road racer with split screen for simultaneous two-player head-to-head challenge.

RUSHING BEAT RUN **74%**
● **Jaleco**
Sequel To Rival Turf with improved characters and graphics but not enough variation in gameplay.

SENSIBLE SOCCER **94%**
● **Sony**
Superb gameplay raises *Sensible* above the heads of other footy sims. Small sprites but nifty game speed more than makes up for this, and it's addictive as hell. Buy it now!




SHADOW RUN **92%**
● **Data East**
Addictive and playable adventure/RPG with cool sounds, vivid sprites and logical puzzles. Rivals *Zelda* for best of its class.




SIM CITY **88%**
● **Nintendo**
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!

SIM EARTH **74%**
● **Imagineer**
A strange but interesting 'edutainment' cart. An intellectual and ecologically sound planet simulation.

SKÜLJAGGER **62%**
● **American Softworks**
This hack 'n' slash piratey affair is too frustrating to be an essential purchase.

SKY MISSION
See Blazing Skies

SMART BALL **81%**
● **Konami**
US version of Jerry Boy. Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.

SONIC BLAST MAN **69%**
● **Taito**
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.

SOUL BLAZER **84%**
● **Enix**
This wacky sequel to Actraiser looks great but is far too simple. A great introduction to arcade-style RPGs but it shouldn't take more than a week or so to finish it.

SPANKY'S QUEST **75%**
● **Natsume**
Platform-based arcade action starring an ape. Work your way through he endless levels (armed only with an unlimited supply of balls!) looking for keys — fun but limited.

SPIDERMAN AND THE X-MEN **75%**
● **Acclaim**
A real disappointment considering how good Spidey on the MD was. There's plenty of variety in gameplay but there's simply not enough action. Cool Guns and Roses style theme tune but not much else. Comics fans only.

Puzzle | Shoot-'em-up | Sports/Racing | Sims/Strategy

SPINDIZZY WORLDS 82%
● ASCII
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.

STARFOX 85%
● Nintendo
Japanese version of visually impressive space-based 3D shooter featuring new SFX chip. Not as good as we hoped — and a little on the easy side — but still a great gaming experience. Not to sure about the hefty price tag though.

STARWING
Official UK version of StarFox.

SF II 92%
● Capcom
The best beat-'em-up ever! Huge 16-meg cart boasting awesome graphics and incredible long-lasting playability. The only fault is the minor control problems — some of he special moves take a while to master but once you sort this ot the game is only limited by your own skill.



SF II TURBO 96%
● Capcom
With superb speed, sound, graphics and addictiveness *SFII Turbo* is the best beat-'em-up to date. Four new characters to master, loads of new moves and super fast gameplay — you won't know what hit you.



STRIKE GUNNER 63%
● NTVIC
A limited-appeal blaster with simultaneous two-player option but far too easy!

STRIKER 82%
● Elite
Loads of options allow you to customise every stage of gameplay from players' attributes to pitch surface. Very easy in one-player mode but the 64 teams make two-player games great fun.

SUNSET RIDERS 89%
● Konami
Arcade perfect conversion, a brilliant side on shoot-'em-up, it's bright, loud and great fun. Easy to pick up, hard to finish.

SUPER ACTION FBALL 77%
● Nintendo
This innovative American football sim uses an unusual slanted perspective in attempt to capture the thrills 'n' spills of NFL action. Unfortunately it only succeeds in giving the action a disorientating feel. Still a pretty good game though not in Maddens' class.

SUPER ADVENTURE ISL. 84%
● Hudson Soft
This fruit collecting arcade classic has been around for years but still plays and looks good. Good graphics and a wicked soundtrack let down by frustrating gameplay.

SUPER AIR DIVER 83%
● Sunsoft
Amazingly fast, extremely addictive and visually tremendous shoot-'em-up, incorporating stunning Mode 7 scrolling.

SUPER ALESTE 78%
● TOHO
A fast vertical shoot-'em-up that's really rather nice and detailed.

SUPER BASES LOADED 45%
● Jaleco
Also known as Super Pro Baseball. Sketchy baseball sim with an un-finished look to the graphics — good gameplay but lacks presentation.

SUPER BATTER UP 83%
● Namco
Definitely no picture to look at but get past the sketchy pain-by-numbers graphics and this is one of the better baseball sims. Quick and responsive with plenty of good gameplay.

SUPER BATTLETANK 57%
● Absolute
A far too basic tank sim launched on the back of the Gulf War. Superb graphics but the controls are frustrating and the constant flicking between map screens to find your location drives you crazy.

SUPER BOMBERMAN 81%
● Hudsonsoft
The best multi-player game around. Grab a four-player adapter and this otherwise limp one-player game transforms into an addictive and exciting experience.

SUPER BOWLING 70%
● Technos
A good four-player cartoon-style ten-pin bowling sim with a real raunchy rock 'n' roll soundtrack. Fun with friends but boring on your own. Once you master the right place on the lane you can score a strike every time.

SUPER CONFLICT 79%
● Vic Tokai
Average graphics and tunes are easy to ignore in this curiously engrossing war sim. A trifle dull for solo players but cracking good fun for two!

SUPER CUP SOCCER 72%
● Jaleco
Also known as Super Goal. Easy to play one- and two-player side-on soccer sim lacking variety and realism — there are no yellow or red cards!

SUPER DOUBLE DRAGON 70%
● Tradewest
Rough 'n' ready sideways scrolling beat-'em-up Graphics and FX are bland but gameplay is fun especially for two players.

SUPER DUNKSHOT
See NCAA Basketball

SUPER EMPIRE STRIKES BACK 95%
● JVC
The best shoot-'em-up ever! It's got it all — varied gameplay, three different characters, loads of villains and perhaps the best Mode 7 flying we'll ever see. Buy it today!



SUPER FIRE PRO WRESTLING 45%
● Human
Hilariously bad to the point of almost being good simultaneous four-player multi tap wrestling game.

SUPER FORMATION SOCCER 84%
● Human
Slightly inferior Japanese version of Super Soccer. Slick 3D footie sim with great graphics. One- and two-player option plus two players simultaneously against the computer. Moves are a little limited and this version has no yellow cards or penalty shoot out option.

SUPER FORMATION SOCCER 2 70%
● Human
Fun four player mode, but needs more variety for soloists. Despite the redrawn graphics, no real improvement over the original.

SUPER GOAL
See Super Cup Soccer

SUPER GHOULS 'N GHOSTS 89%
● Capcom
Classic arcade action that still stands the test of time. Very challenging and occasionally sluggish — a real test of your skills.

SUPER JAMES POND 85%
● Ocean
This classic features some of the most colourful graphics of any SNES game but suffers from a ridiculously easy difficulty setting and slow gameplay. Best suited to younger players.

SUPER KICK OFF 76%
● Anco
Overhead very fast football game with zillions of options — poor scrolling leads to frustrating gameplay.

SUPER NBA BASKETBALL 88%
● Tecmo
Brilliant official NBA basketball game with slick scrolling, incredible fast pace and great controls. The best five-on-five game available.

SUPER MARIO KART 90%
● Nintendo
The best racing game ever! Yes, Mario and the gang are back in an incredibly-addictive karting game. There are three difficulty settings, one- and two-player options pus a choice of Grand Prix, Battle or Time Trial.



SUPER MARIO WORLD 95%
● Nintendo
Mario's first SNES adventure is packed with 96 levels to explore and masses of tricky puzzles to solve, bonus rooms to find and special worlds to conquer. Superb cute graphics, brilliant theme tune and the best playability ever — recommended to everyone.



SUPER OFF-ROAD 51%
● Tradewest
Race off-road trucks around indoor circuits filled with hazardous obstacles. Prize money is awarded depending on position and there are plenty of upgrades to buy and different levels but repetitive gameplay gets boring.

SUPER PANG 86%
● Capcom
This bubble-bursting arcade conversion pits a boy and his gun against ever increasing quantities of bubbles. The aim is to blast the lot and grab the power-ups before moving onto the next level where things get even tougher. Great gameplay but no two-player game. Highly addictive.

SUPER PLAY ACTION FOOTBALL 77%
● Nintendo
Disappointing American football sim considering how brilliant Nintendo's other releases have been. All 28 NFL teams are here, plus College and High School teams. Features three different control systems depending on difficulty and some cool moves but is missing vital ingredients in the gameplay department. Could've been wonderful. Oh well...

SUPER PRO BASEBALL
See Super Bases Loaded

SUPER PROBOTECTOR
See Contra Spirits Also known in US as Contra III

SUPER PUTTY 87%
● System 3
Fantastic, bright graphics, great sound and a groovy control method are hampered by serious difficulty and only four levels.

SUPER R-TYPE 83%
● IREM
One of the first four UK Pal Super Nintendo releases and it's easy to see why. This highly addictive sideways-scrolling space-age blaster has loads of power-ups, great graphics and sound and a nice and tough difficulty setting.

SUPER SMASH TV 87%
● Acclaim
Based on futuristic Running Man style quiz show where the aim is to kill or be killed.Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Firing controls are a bit tricky at first as each of the four buttons fires in a different direction but this doesn't take too log too get to grips with.

SUPER SOCCER CHAMP
See Hat-Trick Hero

SUPER STAR WARS 92%
● JVC
One of the best shoot-'em-ups of all time and a total gaming experience. From the second the amazing movie-style introduction and stunning theme tune starts up you're hooked. A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable. The only problem is that it's not too difficult to complete but even so you won't be able to stop going back for another go. Definitely has to be seen to be believed.



Arcade | Adventure/RPG | Beat-'em-up | Platform

SUPER STRIKE EAGLE 79%
● **Microprose**
A fast and furious flight sim featuring excellent mode 7 scaling and rotation. Gameplay becomes repetitive after a bit of play though.

SUPER STRIKE GUNNER 55%
● **NTVIC**
Very easy up-the-screen space-based shooter that takes about an hour to complete. No lastability at all.

SUPER SWIV 78%
● **Storm**
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating. Two-player simultaneous game is much more playable.

SUPER TENNIS 88%
● **Nintendo**
Loads of options to choose from including an excellent two-player mode. With good cartoon-style graphics, above average FX, and one of the most playable control systems ever, this tennis sim is very addictive and very realistic. One of the best sports games ever.

SUPER TETRIS + BOMBLISS 85%
● **BPS**
Straight conversion of the fiendishly addictive Tetris. Graphics are nothing special but the gameplay is superb as ever. Bombliss is a great game in its own right and combining the two is a great value for money cart if you're a fan of classic puzzlers.

SUPER TURRICAN 83%
● **Vic Tokai**
Excellent conversion of the C64/Amiga classic unfortunately suffers from a low difficulty setting. Quality game — great looking, super music but ultimately too short.

SUPER VALIS 60%
● **Telenet**
Another in a long line of samey Japanese platformers. Graphics and backgrounds are cute but gameplay isn't challenging at all.

T2 JUDGMENT DAY 46%
● **Acclaim**
Another disappointing film licence. *T2* promises so much but delivers very little. Frustrating gameplay and sketchy graphics result in limited lastability.

TAZ-MANIA 86%
● **T• HQ**
A original combination of racing game and collect-'em-up. The graphics and the sound is excellent although gameplay becomes repetitive.

TERMINATOR 55%
● **Mindscape**
Boring and frustrating licence that promises so much and delivers very little. Despite a good intro sequence, atmospheric visuals and digitised movie stills once you get to the action the gameplay falls flat. Levels are huge but it's very hard and quickly becomes frustrating, annoying and then boring.

TEST DRIVE II 78%
● **Accolade**
Realistic sports car challenge against computer. There's a choice of four classic sports cars and a great in-the-cockpit view. The aim is on realism so you really get a feel for speed. There are a number of highways to race on and a few nice touches like flies splatting on the windscreen and the grumpy cop who arrests you for speeding. But lacks excitement.

THE HUNT FOR RED OCTOBER 55%
● **Hi-Tech Expressions**
Limited and almost unrecognisable Super Scope conversion of the popular submarine suspense movie starring Sean Connery and William Baldwin. Dodgy graphics and uninspiring gameplay make sure this sinks rather than swims.

THE REN AND STIMPY SHOW: VEEDIOTS 79%
● **THQ**
Excellent presentation but only four levels make this too easy to complete. Fun and frantic, it's crazy all the way!

TIME SLIP 80%
● **Vic Tokai**
Just above average graphics and sound are saved by the near-impossible difficulty level. A real test of blast-'em-up skills for even the most accomplished gamesplayer.

TINY TOONS 87%
● **Konami**
Visually stunning cartoon platformer starring the Warner Bros gang. The dash control takes a while to get used to but once mastered is brilliant. The sub-games are superb — there's even a mini American football game!

THE ROCKETEER 45%
● **IGS**
Poor Disney licence of a very bad film. In the early rounds the action consists of racing a plane around in circles against computer controlled opponents but later goes onto include beat-'em-up sections.

THUNDER SPIRITS 65%
● **Seika**
Another in a long line of samey Japanese shoot-'em-ups. Decent graphics but nothing in the gameplay department to interest.

TMNT — TOURNAMENT FIGHTERS 90%
● **Konami**
Top class beat-'em-up, just a shame its release coincides with *SFII Turbo*. Great graphics and sound and a variety of stunning finishing moves. Well worth a buy.



TOM AND JERRY 44%
● **Hi-Tech Expressions**
A lifeless conversion of a classic . Some really good graphics but the annoying control system makes gameplay really frustrating .

TOP GEAR 88%
● **Kemco**
Also known as Top Racer in Japan, this is one of the great racing games of all time. Four cars, loads of tracks and super gameplay make sure you'll be playing under the chequered flag comes down .

TOP GEAR 2 84%
● **Kemco**
An update of Top Gear, this improved version includes a whole host of add-ons and a huge amount of tracks. Nice, clear graphics but average sound. One for enthusiasts.

TOTAL CARNAGE 84%
● **T•HQ**
Competent, worthy sequel to the rather cool *Super Smash TV*, *TC* has much larger playing areas and ultra-ace power-ups, but utimately disappoints considering the strengths of other shoot-'em-ups available.

TRODDLERS 65%
● **Storm**
An unoriginal, well made puzzler. Fun in two player mode but one player needs more variety. With 175 levels, it's quite a challenge. Entertaining and uncomplicated.

TUFF E NUFF 65%
● **Jaleco**
An above average beat-'em-up with large sprites, impressive speech and an action replay feature.

TURTLES IN TIME 75%
● **Konami**
Great visuals with rockin' sounds and speech. Fun to play but lacks challenge and variety.

ULTRAMAN 51%
● **Bandai**
Seasoned Japanese beat-'em-up which looks pretty out of date these days. Some good touches but otherwise lifeless.

UN SQUADRON 83%
● **Capcom**
One of the earliest Capcom classics this impressive arcade-style plane-based shooter still stands the test of time pretty well. It was a major hit on the Super Famicom and it's going strong to this day. There are plenty of weapons, loads of enemies and impressive graphics, unfortunately it suffers badly from 'slow down ' when there is plenty of action on-screen.

VIRTUAL SOCCER 80%
● **Hudson Soft**
A poor man's *Sensible Soccer*. Visually and aurally strong, but clumsy gameplay lets a promising game down.

WAIALAE COUNTRY CLUB 76%
● **T&E Soft**
Graphically impressive but plodding golf sim over one of the world's most spectacular and unforgiving courses. The scenery takes your breath away but the gameplay is too slow.

WARP SPEED 75%
● **Accolade**
Cool looking spaced-based blaster with very impressive use of Mode 7. Gameplay is slow as you fight enemies one-on-one rather than blast it out wit a whole fleet.

WHEEL OF FORTUNE 37%
● **Gametek**
American Hangman-style TV quiz game that's a laugh for a group but tiresome for the single player.

WING COMMANDER 84%
● **Mindscape**
An excellent intergalactic fighting adventure with stunning visuals, oodles of missions and space scum to blow away. Graphics can be a bit dodgy and there is some slowdown when the action gets really hot.

WING COMMANDER: THE SECRET MISSIONS 81%
● **Mindscape**
An improved version of Wing Commander with all new missions but an identical format.

WORLD CLASS RUGBY 78%
● **Imagineer**
Unusual but enjoyable cartoon rugby union sim released on the back of the popularity of the World Cup.

WORDTRIS 65%
● **Microprose**
Well executed word-variation of the classic *Tetris*, cool tunes and stills but too little skill required to make it last.

WWF WRESTLEMANIA 80%
● **Acclaim**
A good arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding.

XARDION 60%
● **Asmik**
Jap blaster with neat graphics but just not fast enough. The highlight is the smooth scrolling and the Contra-type gameplay which raises it to just-above-average.

YOSHI'S COOKIE 79%
Nintendo
Cute, competent puzzler with fast, furious two-player mode and bags of Mario appeal make this a good alternative to Tetris.

YOUNG MERLIN 92%
● **Virgin**
A magical experience packed with tricky puzzles, constant surprises, great graphics and superb samples. A must for all ages.

ZELDA 3 : A LINK TO THE PAST 93%
● **Nintendo**
A superb RPG with great effects and 3-D maps. The graphics aren't spectacular but the rivetting gameplay and the challenging but not overpowering puzzles make this one of the best games ever.

ZOMBIES 90%
● **Konami**
An excellent B-movie homage. Varied villains from psycho babies to chainsaw-wielding madmen and a frantic arcade style make this a fun, furious cart.

That's all for this month. For the lowdown on the latest and greatest, Directory Enquiries has it all. Until the next time...

Puzzle Shoot-'em-up Sports/Racing Sims/Strategy

Inside story

The private confessions of a director of product development.

What's the link between Michael Jackson, Columbia Pictures and a guy called Phil Harrison?



Don't let the corporate image fool you — this guy is a real die-hard game fan at heart.

Sony Electronic Publishing, the games division of the massive electronics giant, Sony, has been *the* success story of the '90s. The parent company has an annual turnover of more than $350 billion, while the games division have more than played their part with *Sensible Soccer, Flashback* and *Super Bomberman* consistently scoring over 90% ratings. And with *Skyblazer, Cliffhanger* and *Last Action Hero* waiting in the wings, the future's looking very rosy indeed.

Believe it or not, the roots of Sony's games section were formed only three years ago in Phil Harrison's house. Despite his teenage looks, there's a wise head on these broad shoulders — don't let the corporate tie and braces fool you, this guy is a die-hard game fan at heart. With eight years experience in the video games business which has taken him from designing games on the Vic 20, Commodore 64 and Amiga, to becoming one of the first four employees at Mindscape, helping launch Sony Electronic Publishing and now to the pinnacle of his career to date, Director of Product Development at SEP, he's the perfect man to talk to about the future of the video games. Despite a hectic schedule, Phil kindly took time out to answer SNES FORCE's questions…

SF: Although Sega are saying they hope to sell on average six games with each Mega Drive, our research shows SNES owners only buy an average of about two or three games. How do you make sure they buy Sony games?

PH: *I agree that Sega might be being a bit optimistic, I think there's two key factors here. Firstly, price. We made a real effort to sell Sensible for £44.99 rather than the expected £49.99.*

SF: Do you think the £5 makes a big difference?

PH: *Definitely. A good friend of mine, Peter Molyneaux from Bull Frog…*

SF: (butts in)… the *Populous* guys?

PH: *…Yeah that's right. Well, Peter said to me that a good game should work on the principle of giving entertainment which could be measured roughly on the idea of £1 an hour being a reasonable rate. So a £45 game would be good value if it gives at least 45 hours of gameplay. I always try to apply this theory whenever I'm developing a game and I think this shines through in the titles we have available at the moment, Sensi, Flashback and Bomberman.*

SF: Surely if you're looking toward enjoyment, playability and long lastability, multi-player games are the key.

PH: *Definitely. That's why Super Bomberman is such a great game. You get four people together and the game suddenly takes on a whole new dimension. Not only are you interacting with the characters on screen but with the players around. You know what the arguments are like when someone gets trapped or people start teaming up to bomb others, it's a great laugh. This leads me to something that really annoys me.*

SF: What's that?

PH: *You know, those pressure groups that are saying playing games is creating introverted children.*

SF: Oh, you mean the PAT and the Mary Whitehouse brigade that reckon games players are growing up without any social skills.

PH: *Exactly. Have you ever listened to kids talking about games in the playground or on the school bus? Games playing is a very social activity. They get all the mates around the house and use incredibly sophisticated language to describe the action. Have you heard someone telling their mates how to beat a boss or complete a level? They're giving very precise information in an intelligent and articulate manner although they might not realise it. I think they'll develop more social skills this way than sat in front of Home and Away or Neighbours.*

SF: So your focus is very much on interaction. Do you see multi-player games being the logical progression of games. I mean, my ideal game would be five-on-five indoor soccer. Do you think this will happen? How far off is the multi-multi-tap?

PH: *Yes. I think multi-player games will continue to become more popular as technology develops. You will see a lot more home Virtua Racing style games with players competing against each other. The method of communication breaks down into two fields really Local Area Network and Full Bandwidth Communication.*

SF: Could you explain the difference?

PH: *Well, there are two methods really. Once you start putting a multi-tap on your machine you're quartering the potential of the console and the game. Add another multi-tap and things really start to get pushed. Far better to have two machines each with a monitor and a multi-tap allowing you to harness the power of each machine. Then, it's simply a matter of linking them together.*

SF: Sounds great. What's Full Bandwidth Communication?

PH: *It's a high-capacity fibre-optic cable that I believe will grow increasingly popular in the next five years.*

SF: Almost like the cable TV set up that's popular in the USA.

PH: *That's right. Homes will be linked by this digital-compatible cable which will carry the signal for the telephone line, television, music, movies and videos on demand and games.*

SF: Sounds pretty straightforward…

PH: *But they key is it's a two-way link. So not only can you receive information, you can also send it back and that opens up all kinds of new horizons. Imagine being able to broadcast from your own home. All you need is a video camera then not only can you link up with other games players but also, with the new consoles being developed,…*

SF: …Like Nintendo's 'Project Reality' 64-bit system?

PH: *…That's right. With these new polygon-based machines there will be texture mapping and light sourcing facilities built in so if you've got a video camera you can actually take a wire-frame image of a character and map your image onto a sprite.*

SF: Now you're talking!

PH: *So imagine you're playing a game like Wing Commander for example. When the Kilrathi come onto the air to broadcast, you could be the character sending the message to your mate in the next town. From the technology I've seen I can safely say we're in for some really exciting development in the next couple of years.*

Unfortunately, that concludes the first part of this interview. If you'd like to hear what other wonders are in store for us games playes in the coming years plus inside information on Project Reality, 3DO, Jaguar and the famed Nintendo CD, join us next issue for the concluding part of this exclusive interview. ■

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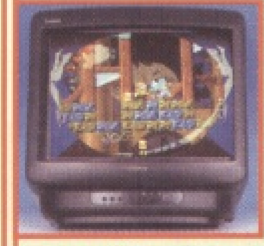
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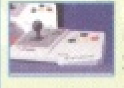


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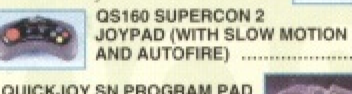
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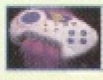
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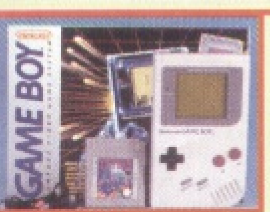
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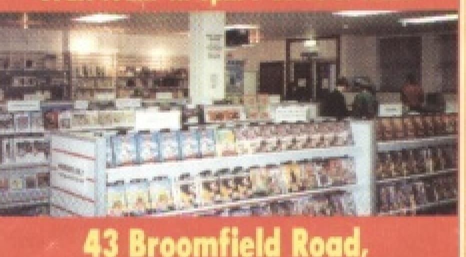
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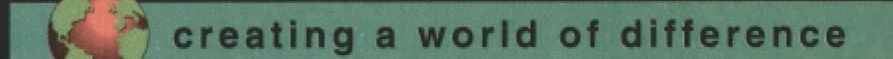
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kick it!

Disaster!

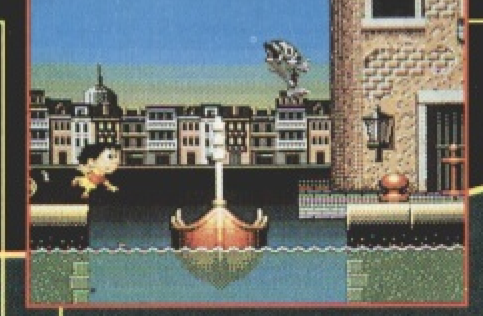
Seconds before the 1994 World Cup final was due to begin an alien of the cup-collecting kind swoops down and steals the World Cup trophy.

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